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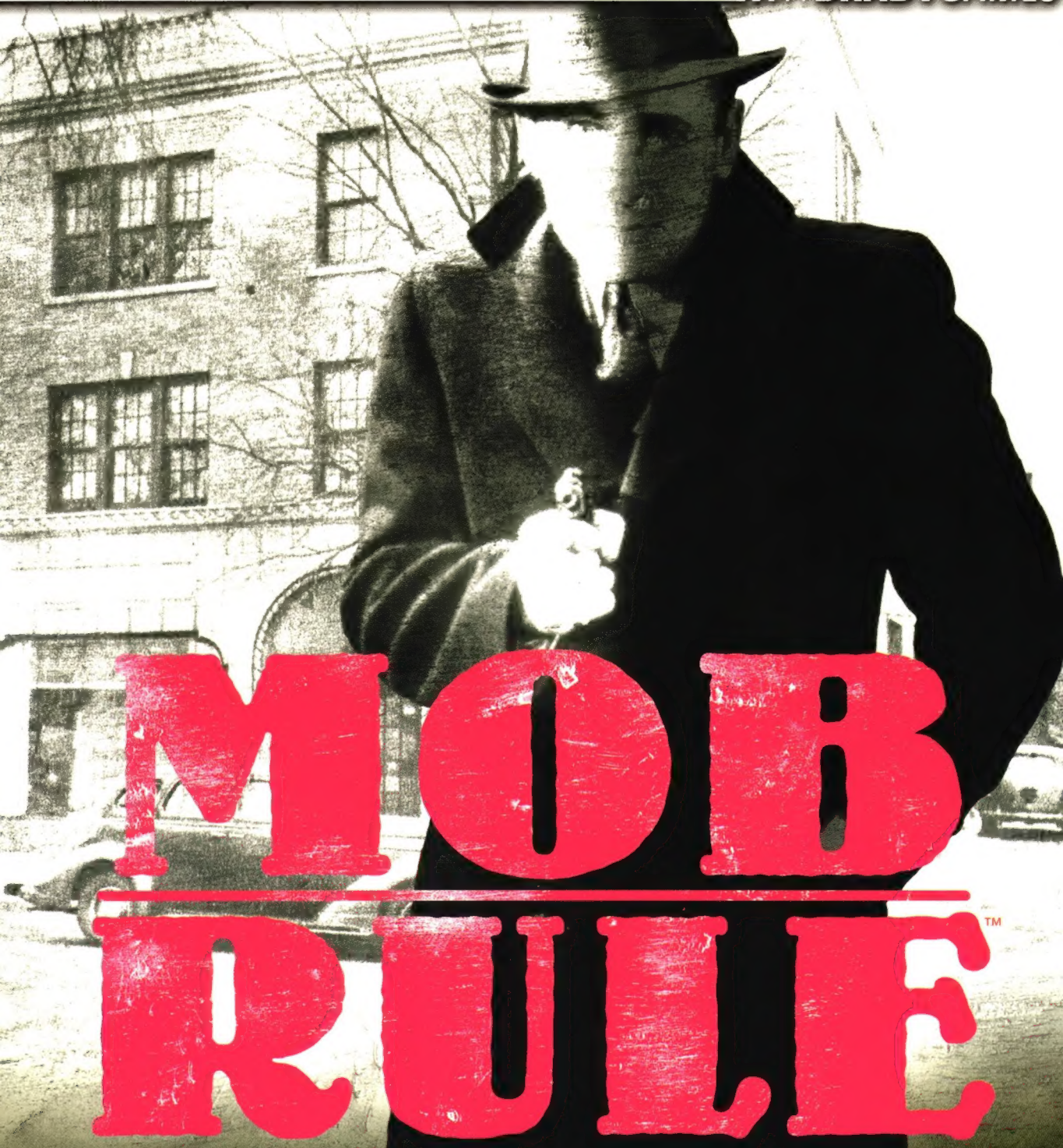
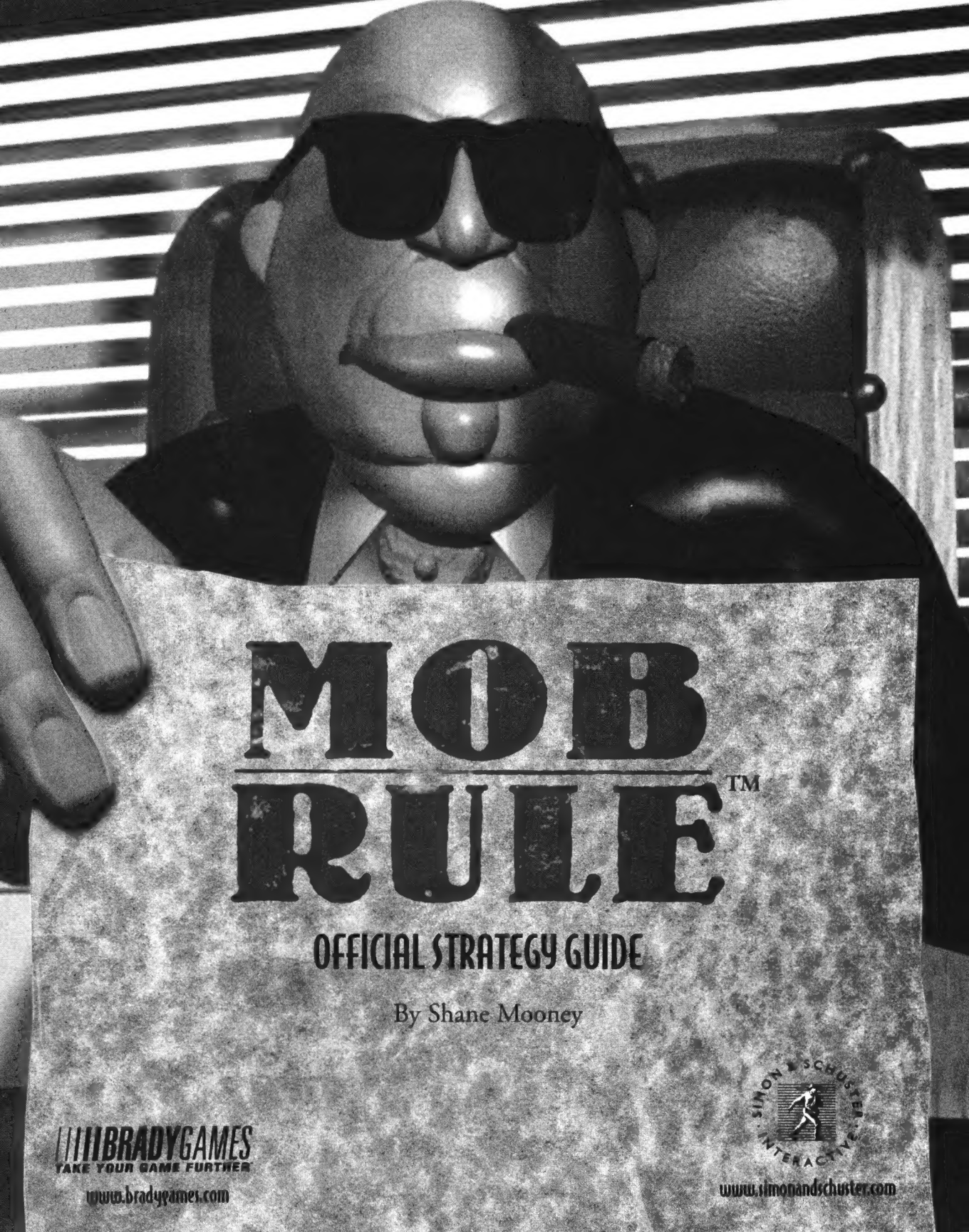


MOB RULE™

TEEN T AGES 13+ CONTENT RATED BY ESRB

This game has received the following rating from the ESRB.

OFFICIAL STRATEGY GUIDE



MOB RULE™

OFFICIAL STRATEGY GUIDE

By Shane Mooney

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Official Mob Rule Strategy Guide

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Brady Publishing
An Imprint of
Macmillan Digital Publishing USA
201 W. 103rd St.
Indianapolis, IN 46290

ISBN: 1-56686-911-0
Library of Congress No.: 99-73424

Printing Code: The rightmost double-digit number is the year of the book's printing; the rightmost single-digit number is the number of the book's printing. For example, 99-1 shows that the first printing of the book occurred in 1999.

02 01 00 99 4 3 2

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Author Acknowledgements

While I was the one who put pen to paper (or in this case Microsoft Word to computer monitor), I wouldn't have been able to do this book without the help and support of some very important people. First and foremost I need to thank Debra McBride, whose editorial patience and easy-to-work-with-attitude are the stuff of legend. Next, I'd like to thank Studio 3 Chairman Mark Cale, *Mob Rule* producer Lea Rekow, as well as John Twiddy for all their help in answering my questions, giving me important *Mob Rule* information, and essentially doing everything in their power to make the job of writing this book relatively smooth. And finally, I need to thank Lead Tester Dan Arnold for his great help and wonderful tips, hints, and strategies that help make this book better than your average run-of-the-mill gaming guide.

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CHAPTER 1

INTRODUCTION

Chapter 1: So You's Wants To Play Godfather?

So's you think you have what it takes to be a "Family Man." You want all the perks that come with having everyone know you, respect you, fear you? Sure, there are a lot of perks, but it takes a lot more to be a part of this family than taking out Jimmy the Geek. You needs to know hows to manage businesses, how to fill your businesses with Tenants, keeping them happy so they're paying good rent and making sure they're breeding faithful little mobsters to add to your crew.

You's About To Be Made

Despite our reservations, you're about to be a Made Man, giving you control over a few family men, as well as some territory. If you do good, we're going to give you five cities to take over: Hick Town, Cripple's Bend, Rangoon Rumpus, Dead Dog Ditch, and Capitol City. It's very important you listen to each task we gives you. If you decide to go off, letting your newfound responsibility goes to your head and start building up things you ain't supposed to, you ain't gonna meet your objectives; and we have no patience for people who don't meet their objectives.

It ain't gonna be easy. There's gonna be rival gangs out to overthrow you, ruin your businesses and such. Listen to me when that happens. Don't start attacking every gang that comes along. You don't want to get yourself killed.

The most important piece of advice we can give is to first read the main Instruction Manual. It gives you all the basics of how to run a Mob Empire. While it doesn't go into detail like this guide does, it gives you a head start on everything. We don't like having to repeat ourselves, so we're gonna assume you've read the manual and pick things up from there with this particular guide.

How To Use Dis Guide

This guide is broken down into nine chapters. Depending on how familiar with the game you are you can get started in different places. Chapters 5 through 9 give you a city-by-city walkthrough of everything you need to do successfully to complete each and every mission. So if you're stuck in Cripple's Bend, not knowing what you're doing wrong, you can turn to Chapter 6 to find out. Within Chapters 5 through 9 are each mission within that campaign. So's for Chapter 5, Hick Town, there are 10 mini-missions, numbered 1 through 10 so you don't get lost. For your convenience, we've also put in each mission's objectives so you can quickly find what you're looking for, as well as see what needs to be done.

Chapter 6 is a walkthrough for Cripple's Bend, which has five missions in it. Chapter 7 is for Rangoon Rumpus, which also has five missions. For the walkthrough on Dead Dog Ditch, turn to Chapter 8 and look for one of its five missions. Chapter 9 covers Capitol City, which has six missions, and you'll get everything you need to know about how to become a Don.

The first part of this guide, Chapters 2 through 4, are for those who want to delve even deeper into the game, learning the ins and outs of characters, gadgets, and buildings. In Chapter 2, we tell you about the structures you're going to be building—how much they cost, their immediate resale value, and the ideal amount you'll want to bribe the police to keep them from giving you any problems.

Chapter 3 takes a close look at all the different types of characters you'll meet, beat, and use to your advantage. You'll learn about what each one does and how best to use their traits to get what you want. We'll also help you against enemy characters looking to take down you and your businesses.

And finally, Chapter 4 looks at each individual Gadget that's vital to the upgrading your businesses. Knowing what Gadgets do will dramatically help you better manage your empire, keep less problems from coming up, and make you a lot more money.

So what are you waitin' for? Get out there and make your family proud.

CHAPTER 2

The Characters

Mob Rule is all about the characters, and knowing what each and every one of them does is vital to your success. In this chapter, we'll take a look at each character type, from Gangster to Tenant, so that you can use each to your advantage.

Workers

Workers are the most common characters in your Family. They're the easiest to produce, but get hurt most easily.

What They Do

Their main purpose is to build buildings, factories, and carry out other odd jobs. You also use them to create Fixers, Gangsters, and Level 1 Tenants. While not very good in a fight, if you get them in a group they can take down relatively weak enemies, though it's not recommended to use them that way.

How To Use Them

Obviously, the main function of workers is to make things, which you should maximize. If you've got only one project going on, you should take advantage of all available Workers and call them to a construction site. Depending on the number of Workers you have, you may want to employ a similar strategy for other construction, say, upgrading a soup kitchen. Not only will you need to construct an Oven in the Gadget Factory, but to upgrade, you'll need to have enough bricks in the brick factory. It's best to have all your Workers tackle one task at a time, so send them all to make bricks before they start upgrading the kitchen.

They're also good to use in tackling the more menial tasks, such as moving Police Beacons and Braziers to where you want. If you're anticipating a major firefight, Workers are good to bring along to pick up and haul off dead enemy bodies so you don't have to stop your Fixers and Gangsters. By hauling off the bodies right away, you avoid the police coming and breaking up your little party.

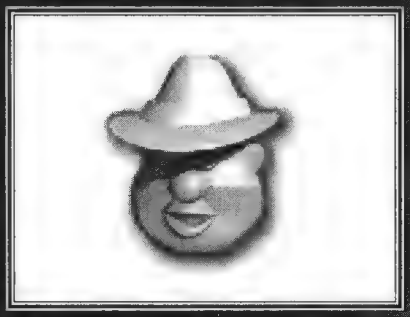
If you're desperate for a Tenant, you can take a spare Worker and convert him into one, though you should do this only as a last resort, such as when you know for certain you aren't going to need the Worker for the remainder of the campaign.

The more Workers you have, the more quickly businesses get built and upgraded, but it's unnecessary to have more than four Workers (unless you're stockpiling them to make a Gangster). If you've got a surplus of Workers, convert them to Fixers.

Needlenose Ned's Notes:

Workers' speed of building/restocking increases as their experience increases. This experience rises from performing building work, hence older workers are faster workers.

Fixers



While many would think of a Fixer as someone who "takes care of problems," these are Fixers in the literal sense, as well.

What They Do

Fixers handle a host of tasks. They primarily patrol a block, going from business to business, keeping things in shape so they don't catch fire, explode, and set surrounding buildings on fire. Another main task is the converting of enemy businesses into friendly businesses by changing the surrounding fencing. But their skills go beyond just that. They can also be dispatched to blow up one of your buildings if you're tired of having it just sit there, and they're armed with a gun that can be used to defend or attack.

How To Use Them

Considering the many things Fixers are good for, you should make sure that they're always busy, whether it be auto-repairing businesses or taking over enemy territory. They're tougher than Workers, though not as tough as Gangsters, so you need to watch them and their health whenever there's a confrontation. When you send a Gangster to go attack an enemy Fixer who's trying to convert your business, the Fixer will usually flee and head back to safer territory. But when you send a lone Fixer to attack an enemy Fixer, it'll be a pretty even fight, so never send your Fixer alone.

When converting businesses, don't send a single Fixer to do it. Be sure to send at least one Gangster with him to stand guard, as well as another Fixer. It takes far too long to convert a business with only one Fixer.

Needlenose Ned's Notes:

Remember to try to have one Fixer for every block of businesses so they can all be auto-repairing your properties.

Gangsters

Without Gangsters, you'll never have the manpower to take over businesses or overthrow rival mobster families.

What They Do

Their main mission: to serve and protect. They're your heavies when you need someone taken out. They have an assortment of weapons at their disposal, based on experience, and they're ideally suited to protecting your territory, cousins, or any other friendly mobsters.

How To Use Them

First and foremost, they're used to protect Fixers while you're converting businesses. By going to the Select Character screen you can highlight all your Gangsters and a few of your Fixers to convert a business. While they're on their way, deselect the Fixers so you have complete control over your Gangsters. As your Fixers are busy working on the fence, continually have your Gangsters defend them from attacking enemy Fixers, Gangsters, and Tenants.

When not actively robbing and pillaging, have your Gangsters on standby within your territory (where your barrels are staining the ground). They'll attack any enemy who gets too close.

Needlenose Ned's Notes:

Don't let a Gangster follow an enemy into his own territory. He'll probably get ambushed without sufficient time to retreat or get to a hospital.

Cousins

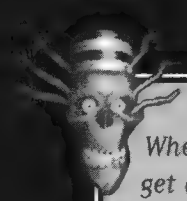
Cousins are relatives of the Don, and taking care of them and their needs is priority number one.

What They Do

There are several missions in *Mob Rule* where the Don warns you a Cousin is coming to town to either hide out, enjoy some rest and relaxation, or check up on how you're doing. You're then given about two years from the time they make their presence known to take care of whatever they want.

How To Use Them

It's important you do whatever it is that needs to be done to satisfy a Cousin's demands. If one wants to visit a brothel, make building a brothel a priority. Forget about expanding your empire or making money; you'll have only a limited amount of time to meet their requests and if you don't, it's curtains for you.



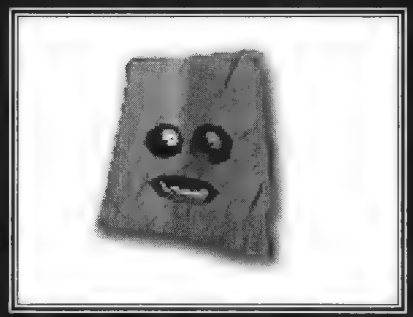
Rotten Willy's Warnings:

When you see an enemy cousin, don't try to attack him. You'll only get a scolding and a lot of lead. Not a good thing.

Undesirables

While most of your objectives in *Mob Rule* can be accomplished through the usual channels, there comes a time when you need to turn to the truly seedy elements of society to get the job done right. These are the Undesirables.

Bruto the Nutter



While one would imagine that working in a slaughterhouse breeds a sort of calm and easy peacefulness, obviously the smell of rotting hamburger has done something to Bruto, whose whirling dervish impersonation wreaks havoc on all who get in his way.

What He Does

As a whirling dervish, Bruto ricochets and bounces off walls, destroying everything, and everyone in his path. If he hits a garden object, it's destroyed. If he hits people, they are badly hurt and usually killed. If he hits buildings, they are damaged and accompanied by flying fragments.

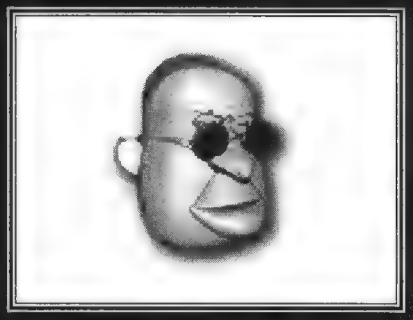
He can also hang around a building site, preventing the building or upgrading of the property. He can also destroy one of your fences, making takeover easier for your enemy.

How To Use Him

There are two types of missions you can send him on: One is to attack a property without risk to your men or possible repercussions from City Hall. The Nutter attacks the house with his chainsaw and fragments fly off into the air until he destroys it. His second act is to become a whirling dervish, where he'll go to where you want and take out everything in his path. This is ideal to use when you want to easily take over a piece of property or make it more susceptible to destruction, such as the Enemy HQ.

Priest

This unholy holy man is skilled at the fine art of treachery.



What He Does

The Priest has two abilities: he can coerce money and building supplies out of an enemy, and he can free a kidnap victim from a Pool Hall and prisoners from prison. You are only credited with the resource when he gets it home, but the amount of each resource you can hold is only limited by your headquarters.

When freeing people, he visits the building and stands at the door knocking. The process can take a lot longer depending on whether there's a security door in place. If he gets in and there's an alarm he'll run away, otherwise there will be a brief pause and he'll come out with the freed people.

How To Use Him

You're going to need him on missions that require you to have materials that only your enemy has, such as Steel. However, you want to be sure to use him sparingly, as he can carry out such missions only three times. You can also get funds from an enemy HQ, but it's better if you use his skills to get materials instead of money.

You're also going to need him to bust your Gangsters out of the joint to accomplish mission objectives. There may be a few times when you'll want him to get your people out of prison because you're close to wrapping things up or need the Gangsters to take care of some business.

Needlenose Ned's Notes:

The Priest can steal money from your Headquarters. However, if you kill him before he gets home, you get the money back.

Ghost

This ghost with the most likes to hang out at haunted prisons when he's not taking possession of someone or something.

What He Does

Like all Undesirables, he can do two things: he and his cohorts can take over a property that only a Ghost Gunk Generator can exorcise, or he can take over an actual person (preferably an enemy), who then can be used against them (or you, depending on who's doing the possessing).

Possession of an enemy character allows you to control him as if he was your own. If a possessed character is knocked out, he reverts to his old team. You can tell when he's possessed by the Ghost swirling around the character.

When he haunts a house he prevents a Tenant from being put into it. If he haunts a business, it scares away trade for a period of time. Keep in mind that both occupied and unoccupied houses can be haunted. If a ghost haunts an unoccupied house, the Tenant races out looking a little gray, and doesn't breed or pay rent.

Finally, ghosts can raise the dead and infest a block with zombies. This increases the stress of the Tenants on the block, causes a reduction in the income from each house, and slows down breeding. Zombie infestation can be terminated by delivery of the appropriate Ghost Gunk generator gadget to the vicinity.

How To Use Him

He's best used for accomplishing mission objectives, though once you've built the Haunted Prison, it's a good idea to have him slowly take over more and more buildings to wreak havoc on your enemy. Also, having him take over a Gangster saves you from wasting one of your own in a firefight.

The ghost also gives invisibility to one of your own characters for a while to allow him to sneak behind enemy lines. The character flashes while he's invisible and the computer and other teams can't see him.

Rotten Willy's Warnings:

Be sure not to send your possessed enemy Gangster to a hospital; there they'll exercise his demons.

Fifi the Hooker

Men aren't attracted to her for her mind, they're attracted to her for what she doesn't mind.

What She Does

Her two skills are distracting enemy Policemen and getting all within the area to start partying down by performing a striptease. When the policeman is distracted, he doesn't even respond to being attacked.

If you're playing against the computer, she may pay one of your houses a visit for a party during which people are seen frolicking in the grounds. Loads of non-controllable Tenants appear outside, dance a while, then go back inside.

How To Use Her

There will be plenty of times when the building or business you need access to is well guarded by a roving policeman. If you head to a guarded building guns a-blazing, the police will swoop down and haul your mobster heiny to jail. This is when you use Fifi to distract the roving policeman so you and your Gangsters can enter, take over, or simply set the place on fire.

Her other skill is to distract enemies by having a party in the streets, inviting one and all to shake some serious gangster booty. This is ideal when you have a well-protected building that you want to gain entry to and don't want to risk taking on a larger mob.

If you find that Fifi has started a party at one of your businesses, you need to get the police involved. Simply take a police beacon over to where the party's at and the cop will arrest her.

Junior the Saboteur

He's one of those guys who's good with tools, though instead of building a new addition to his house, he prefers to wreak havoc on enemy mobsters.

What He Does

He plants serious bombs and can tinker with a business's toiletry so the whole thing goes kabloey.

How To Use Him

Of all the Undesirables, Junior is by far the most difficult to stop without losing an eye (or worse, a Worker). When he delivers a bomb, you have only a certain amount of time to dispose of it. Unfortunately, the only way to do this is by having one of your Workers pick it up and take it somewhere to be detonated. When he drops the bomb, it blows up everything in the immediate vicinity, including him. There's just no way to get rid of the bomb without incurring some damage. If you must dispose of one, try to target something of your enemy's with a lot of value, like a Worker-producing building or even the Scrap Yard that created the bomb in the first place.

If you find that Junior's done a number on your plumbing and your yard is full of raw sewage, there are only a few things you can do. First, your Tenant can fix it up by clicking the building's repair icon. Start sending other Tenants over to help out, but make sure you send them out into the yard to pick up the piles of poo.

Plant A Bomb Without Risking Your Saboteur

1. Build a Scrap Yard.
2. Set the Saboteur to drop a bomb in your own Scrap Yard. (No, I'm not crazy.)
3. Have a Worker or Tenant in the yard ready to pick it up when it's dropped.
4. There should be enough time to walk the bomb over to your enemy's yard and drop it without it blowing up in your character's hands. If it does blow up, hey, it's only a Tenant or Worker.

The Thugs

These ruffians can be found in the Pool Hall or cruising the streets looking for businesses to extort.

What They Do

Kidnapping, extortion, arson; the usual stuff. When kidnapping the Tenants, the business that they were taken from will go down hill. The Tenant's kept prisoner for a time, during which he can't be replaced and the rent and breeding stops.

When thugs commit arson, they render severe damage to properties. Hoodlums stand around throwing barrels at the building, knocking off energy until flames appear. Sometimes the hoodlums stand around a garden jabbing fingers, preventing work in your resources or stopping income from your businesses, and they can also stalk around in packs from house to house, taking protection money from your Tenants. If the hoodlums have visited that month, you won't get any rent.

How To Use Them

They're used a lot in several missions to kidnap enemies, and that's mostly what you'll need them for, as there's not much use in kidnapping just for the fun of it. If you want to damage an enemy's territory, then send them on an arson spree.

Kidnapping Without Getting Caught

The biggest problem with kidnapping is getting caught or meeting up with enemy Gangsters. If the enemy has no buildings with Tenants, or there are police blocking the house and you don't want to risk your thugs, you can always kidnap your own Tenant. You will get credit for the use of your pool hall thugs and you won't lose the Tenant because he's yours anyway. He'll get returned as soon as the thugs reach the pool hall.

Wasters

These drunks can be seen wandering virtually every city, puking their last bottle shamelessly on the streets and sidewalks.

What They Do

When they aren't vomiting, they're spending money. Hopefully they're spending money at your businesses, and if they aren't, you need to make sure that they are.

How To Use Them

As you learned from the tutorial, have one of your Fixers knock out a Waster (whether he's wandering around aimlessly or already using one of your enemy's businesses), and then take him back to the building you want him to patronize. Once he's been put inside the building, he'll not only spend money there, he'll spend it at all the other upgraded businesses on that block.

Your biggest problem with Wasters is that they tend to attract police attention. First, you should put in some trees to keep police away. If that doesn't work, up the bribe, and keep upping it until the police leave you alone (even if it means paying 100% of your rent). You'll make up for it with the business you'll bring in.

Try to put all your businesses on one block and your Factories on another, so you can maximize the Wasters' money.

Police

The Untouchables they're not. While there are indeed those impartial few, in this game the police can be bought as easily as any other commodity.

What They Do

They patrol the area looking for bad guys, which in this case are Undesirables and those that didn't hire them. If a temporary beacon has been put up, they'll arrest anyone causing problems, regardless of who it is. They'll then send those they arrested to the Big House for at least three months.

How To Use Them

The key is Police Beacons. Place them judiciously throughout your territory, such as where Undesirables are known to be attracted or where Gangsters like to come and pillage. If you need more police, a small $2,000 bribe to City Hall will do the trick and give you another beacon.

Needlenose Ned's Notes:

Keep in mind that where you put the beacon controls what area the police patrol. Put it on a sidewalk and he'll wander the entire block, which might not be what you have in mind. Put it on the street or on a property and he stays close by.

Tenants

For each business, you're going to need a Tenant. If you don't have a Tenant within a reasonable amount of time, the property will get run down and become infested with cockroaches. At that point you're going to have to spend mucho dinero to get it fumigated. For Level 1 buildings, you're going to use Level 1 Tenants. However, as you upgrade your housing to Level 2 or Level 3, you're going to want better Tenants who pay more money, don't cause as many problems, etc. Here's a breakdown of each Tenant.

Typhoid Tony's Tips:

If you've upgraded to a Level 2 business but still have a Level 1 Tenant (paying Level 1 rent), simply wake him up, move him into a Level 1 business, and replace him with someone else.

Ratings

You'll notice that with each Tenant there are five bars that show the Tenant's ratings in several categories: Money, Repro, Stress, Life, and Damage.

Money

This shows the amount of money that a Tenant is likely to pay as rent. It's important to have the house in as good a condition as possible when the Tenant is first acquired in order to maximize the rent he will pay.

Repro

This shows the speed of reproduction of children. This slows down as more and more children are produced from the same Tenants. However, supplying Deluxe Beds (from your Gadget Factory) will increase the speed of reproduction and upgrading a house will counteract the effect of having multiple births. Tenants who are non-ideal for a particular house (and hence object to being placed in the house initially) will breed much slower than others.

Stress

This gives an indication as to how good the Tenant is at dealing with stress, which comes from many factors such as who they live next to, loud explosions in the neighborhood, undesirable activity on the estate, the size of the garden, etc. As the stress increases, so does the time it takes to breed. When a Tenant's stress reaches 100% he will threaten to leave after a period of time.

Life

This is an indication of the life expectancy of an individual Tenant.

Damage

This shows how much damage a Tenant is likely to do to his own house as his stress increases.

Typhoid Tony's Tips:

Don't forget to install a Deluxe Bed in your business to get the Tenants to breed more quickly.

As laid out in the instruction manual, Tenants with different ratings have their own set of pros and cons. If you're looking for a Tenant to breed Workers or other Tenants, then you're going to want one with Repro and Stress ratings. If you're looking to make a few bucks, then the Money rating is the most important factor to you. Of course if you're down to only one Tenant and you desperately need to fill a vacancy, you really don't have much choice in the matter.

Needlenose Ned's Notes:

Remember that you want to put the appropriate level Tenant in the appropriate level house. While you can stick a Tenant anywhere, mismatching them will have them breed more slowly and become more likely to damage your property.

Tenant Statistics

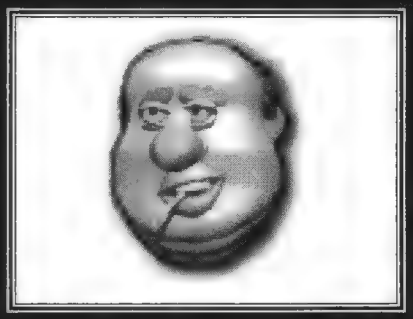
Within the game, each Tenant has statistics relating to things like the Maximum Rent they'll pay, how long they'll live, and how much stress they can handle before they quit reproducing. For those who truly want to master this game, you should study these stats.

Birth Rate	Number of days between births
Birth Workers	Number of days for breeding of cadets
Birth Upgrades	Number of days for breeding upgraded Tenants
Max Rent	Maximum rent this Tenant type will pay
Baby Stress	Stress at which gestation stops (usually 50% of Quit Stress)
Damage Stress	Stress level at which Tenant starts causing damage
Damage	Amount of damage to property each day (if stress is greater than damage stress)
Quit Stress	Stress at which Tenant will leave
Neighbor Stress	Relative stress caused to neighbors
Die Age	Lifespan of Tenant in days

Level 1A

Birth Rate	150
Birth Workers	160
Birth Upgrades	200
Max Rent	500
Baby Stress	500
Damage Stress	200
Damage	200
Quit Stress	800
Neighbor Stress	1020
Die Age	3000

Level 1B



Birth Rate	100
Birth Workers	120
Birth Upgrades	200
Max Rent	500
Baby Stress	500
Damage Stress	200
Damage	300
Quit Stress	1000
Neighbor Stress	1020
Die Age	2000

Level 2A Tenant

Birth Rate	200
Birth Workers	450
Birth Upgrades	450
Max Rent	750
Baby Stress	400
Damage Stress	200
Damage	300
Quit Stress	900
Neighbor Stress	1015
Die Age	2200

Level 2B Tenant

Birth Rate	200
Birth Workers	300
Birth Upgrades	350
Max Rent	750
Baby Stress	400
Damage Stress	200
Damage	300
Quit Stress	950
Neighbor Stress	1015
Die Age	1800

Level 3A Tenant

Birth Rate	350
Birth Workers	350
Birth Upgrades	500
Max Rent	1000
Baby Stress	300
Damage Stress	200
Damage	50
Quit Stress	850
Neighbor Stress	1010
Die Age	2600

Level 3B Tenant

Birth Rate	300
Birth Workers	300
Birth Upgrades	400
Max Rent	1000
Baby Stress	300
Damage Stress	200
Damage	300
Quit Stress	800
Neighbor Stress	1010
Die Age	1700

Level 4A Tenant

Birth Rate	400
Birth Workers	400
Birth Upgrades	500
Max Rent	1500
Baby Stress	200
Damage Stress	200
Damage	50
Quit Stress	750
Neighbor Stress	1005
Die Age	2400

Level 4B Tenant

Birth Rate	350
Birth Workers	450
Birth Upgrades	500
Max Rent	1500
Baby Stress	200
Damage Stress	200
Damage	300
Quit Stress	700
Neighbor Stress	1005
Die Age	1600

Level 5A Tenant

Birth Rate	400
Birth Workers	400
Birth Upgrades	500
Max Rent	2500
Baby Stress	200
Damage Stress	200
Damage	50
Quit Stress	650
Neighbor Stress	1000
Die Age	2200

Level 5B Tenant

Birth Rate	400
Birth Workers	400
Birth Upgrades	500
Max Rent	2500
Baby Stress	200
Damage Stress	200
Damage	50
Quit Stress	600
Neighbor Stress	1000
Die Age	1500

The Enemy

There are plenty of enemy characters, but you can rest easy in the knowledge that each one of their Workers, Fixers, and Gangsters is no different than yours. You can even check out how healthy an enemy mobster is by clicking on him.

There are a few things you should know to make dealing with the enemy that much easier.

Win Any Fight (Almost)

The way the fighting works in *Mob Rule* makes winning a fight fairly easy. Use the following simple exploit to be the victor in nearly any fight.

When your sim attacks the enemy, he always gets first hit (unless you're going up against a gangster in his own territory—he may see you coming and attack you first.) The enemy sim will retaliate after the first hit. If you hit a sim and then click away from it, the other sim will go about its business like it was never hit in the first place. Find your sim's attack pattern, and you can continually click on the enemy, initiating the fight again.

Creating Attack Parties

You can take advantage of the groups function and create attack parties quite easily. By opening up the character select screen and choosing a number of sims (up to 40), then clicking Ctrl+F1 through F12, you can create attack parties. By hitting Shift+F X (1-12), you can then activate an entire group of people.

A good tactic is to set F1 to be all or half of your Gangsters, F2 to be all your Fixers, and F3 to be all your Workers. This way, you can activate and send in all your workers to take over a building, then deselect them by left clicking. Select your Gangsters by hitting Shift+F1, then place them all by the opening of the yard to kill and drive away all retaliating enemies. With this strategy you can have your raiding party take over a fence with no defense.

CHAPTER 3

The Buildings

It wouldn't be much of a Mob Empire without some prime real estate, and the right combination of buildings is key to expanding your power and fulfilling your mission objectives. In this chapter you'll learn things about the structures not available in the manual. Things like cost, immediate resale value (freehold value), what it takes to upgrade each business, and the optimum bribe percentage.

Key To Figures

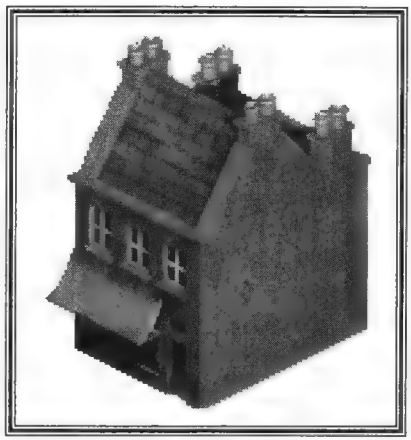
Underneath each property are a series of numbers that'll help you better understand the property. Following is what each number means.

Purchase Cost	Cost of plot of land with minimum garden size
Freehold Value	Value of minimum sized plot once it is finished
Tile Cost	Cost per extra tile for garden larger than minimum
Initial Strength	Start/Maximum strength of property
Age Damage	Deterioration per time unit of house scaled by years
Maximum Damage	Maximum Age Damage when scaled over years
Build Time	Total build man units for house
Tile Build	Extra build time per tile of garden
Cement	How many units of cement it takes to build
Brick	How many units of brick it takes to build
Steel	How many units of steel it takes to build
Optimum Bribe	Optimum bribe percentage
Police Interest	Amount added to house rating for 100% disparity

Group 1 Businesses

Soup Kitchen

The Soup Kitchen is a Group 1 Business. After the first upgrade it becomes a Diner and after the second it becomes an American Restaurant.

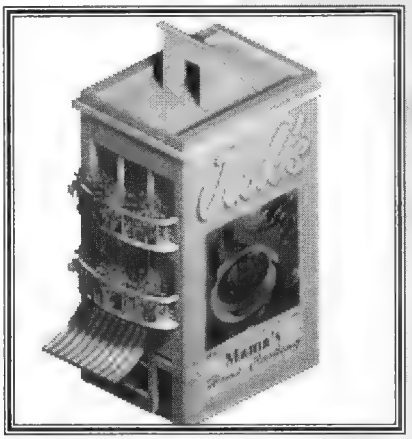


Purchase Cost	4000
Freehold Value	5000
Tile Cost	10
Initial Strength	50000
Age Damage	10
Maximum Damage	100
Build Time	5000
Tile Build	25
Cement	3
Brick	0
Steel	0
Optimum Bribe	20
Police Interest	10000

Diner

Purchase Cost	4000
Freehold Value	7000
Tile Cost	10
Initial Strength	50000
Age Damage	10
Maximum Damage	100
Build Time	5000
Tile Build	25
Cement	3
Brick	0
Steel	0
Optimum Bribe	20
Police Interest	10000

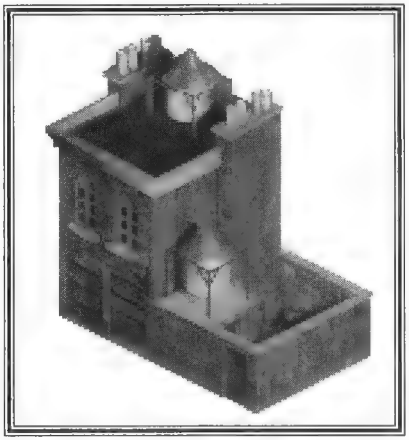
American Restaurant



Purchase Cost	4000
Freehold Value	9000
Tile Cost	10
Initial Strength	50000
Age Damage	10
Maximum Damage	100
Build Time	5000
Tile Build	25
Cement	3
Brick	0
Steel	0
Optimum Bribe	20
Police Interest	10000

Drinking Den

The Drinking Den is a Group 1 Business. After the first upgrade it becomes a Brewery and after the second it becomes a Distillery.

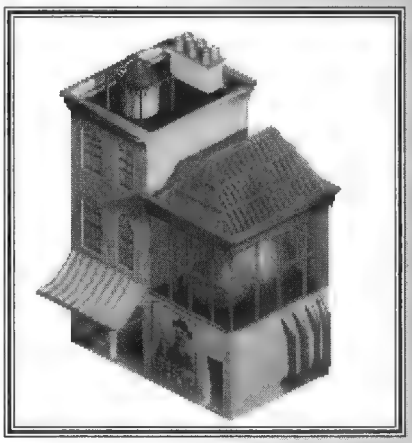


Purchase Cost	4000
Freehold Value	5000
Tile Cost	10
Initial Strength	50000
Age Damage	10
Maximum Damage	100
Build Time	5000
Tile Build	25
Cement	3
Brick	0
Steel	0
Optimum Bribe	20
Police Interest	10000

Brewery

Purchase Cost	4000
Freehold Value	7000
Tile Cost	10
Initial Strength	50000
Age Damage	10
Maximum Damage	100
Build Time	5000
Tile Build	25
Cement	3
Brick	0
Steel	0
Optimum Bribe	20
Police Interest	10000

Distillery



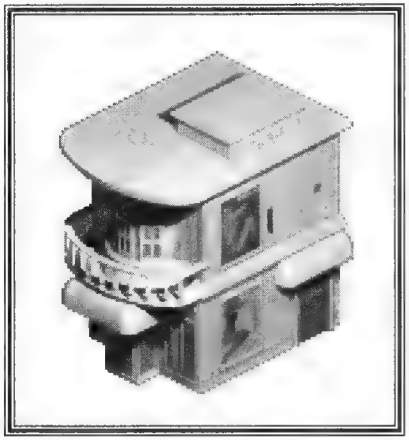
Purchase Cost	4000
Freehold Value	9000
Tile Cost	10
Initial Strength	50000
Age Damage	10
Maximum Damage	100
Build Time	5000
Tile Build	25
Cement	3
Brick	0
Steel	0
Optimum Bribe	20
Police Interest	10000

Peep Show

The Peep Show is a Group 1 Business. After the first upgrade it becomes a Brothel and after the second it becomes a Burlesque Theatre.

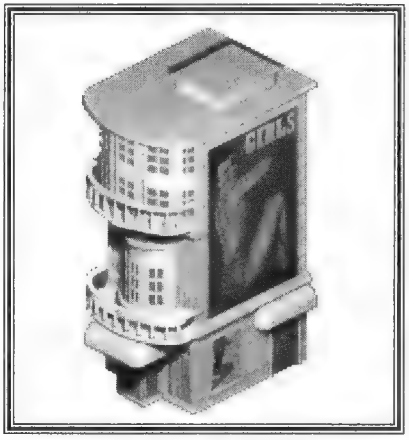
Purchase Cost	6000
Freehold Value	8000
Tile Cost	10
Initial Strength	75000
Age Damage	10
Maximum Damage	100
Build Time	10000
Tile Build	25
Cement	3
Brick	2
Steel	0
Optimum Bribe	20
Police Interest	10000

Brothel



Purchase Cost	6000
Freehold Value	11000
Tile Cost	10
Initial Strength	75000
Age Damage	10
Maximum Damage	100
Build Time	10000
Tile Build	25
Cement	3
Brick	2
Steel	0
Optimum Bribe	20
Police Interest	10000

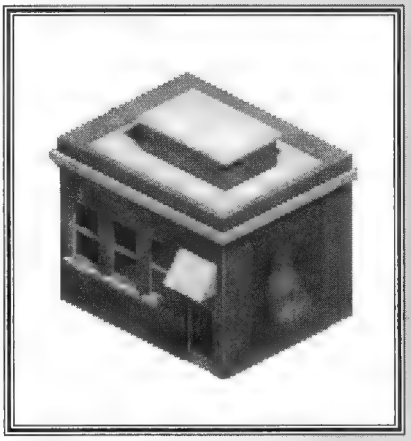
Burlesque Theater



Purchase Cost	6000
Freehold Value	14000
Tile Cost	10
Initial Strength	75000
Age Damage	10
Maximum Damage	100
Build Time	10000
Tile Build	25
Cement	3
Brick	2
Steel	0
Optimum Bribe	20
Police Interest	10000

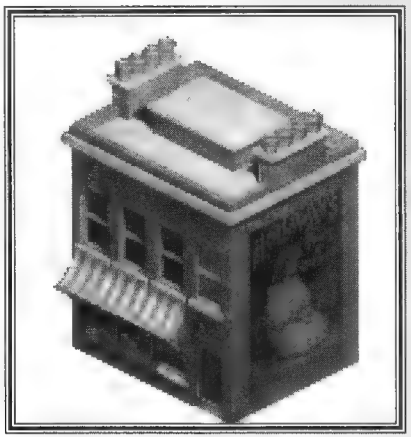
Quack's Office

The Quack's Office is a Group 1 Business. After the first upgrade it becomes a Pox-Doctor's Office and after the second it becomes a Clinic.



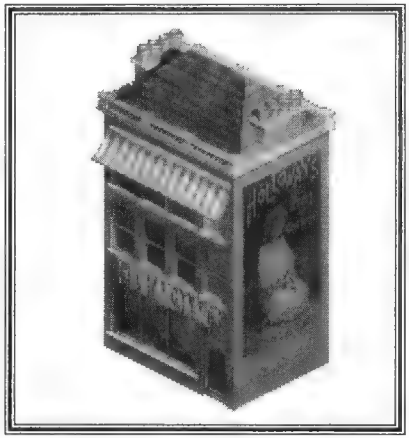
Purchase Cost	6000
Freehold Value	8000
Tile Cost	10
Initial Strength	75000
Age Damage	10
Maximum Damage	100
Build Time	10000
Tile Build	25
Cement	3
Brick	3
Steel	0
Optimum Bribe	20
Police Interest	10000

Pox-Doctor's Office



Purchase Cost	6000
Freehold Value	11000
Tile Cost	10
Initial Strength	75000
Age Damage	10
Maximum Damage	100
Build Time	10000
Tile Build	25
Cement	3
Brick	3
Steel	0
Optimum Bribe	20
Police Interest	10000

Clinic



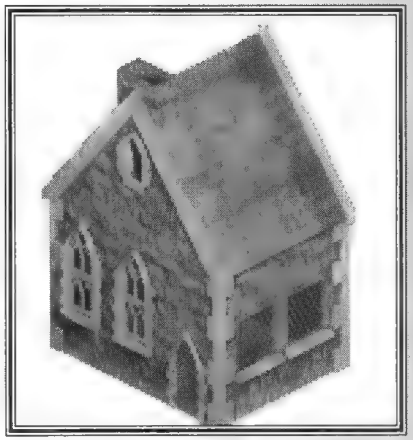
Purchase Cost	6000
Freehold Value	14000
Tile Cost	10
Initial Strength	75000
Age Damage	10
Maximum Damage	100
Build Time	10000
Tile Build	25
Cement	3
Brick	3
Steel	0
Optimum Bribe	20
Police Interest	10000

Coffin Makers

The Coffin Makers is a Group 1 Business. After the first upgrade it becomes an Undertaker and after the second it becomes a Funeral Parlor.

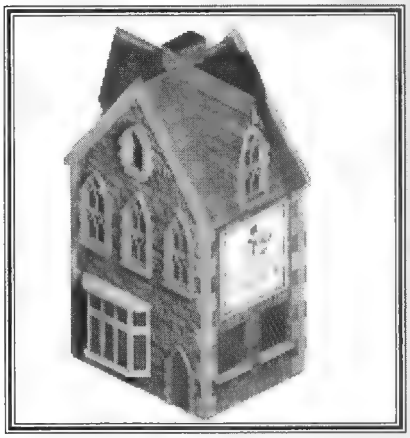
Purchase Cost	8000
Freehold Value	10500
Tile Cost	10
Initial Strength	100000
Age Damage	10
Maximum Damage	100
Build Time	15000
Tile Build	25
Cement	3
Brick	4
Steel	0
Optimum Bribe	20
Police Interest	10000

Undertakers



Purchase Cost	8000
Freehold Value	14500
Tile Cost	10
Initial Strength	100000
Age Damage	10
Maximum Damage	100
Build Time	15000
Tile Build	25
Cement	3
Brick	4
Steel	0
Optimum Bribe	20
Police Interest	10000

Funeral Parlor

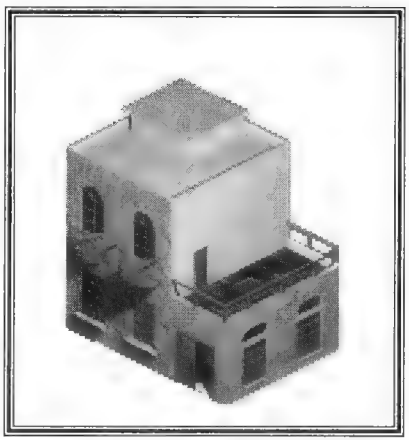


Purchase Cost	8000
Freehold Value	18500
Tile Cost	10
Initial Strength	100000
Age Damage	10
Maximum Damage	100
Build Time	15000
Tile Build	25
Cement	3
Brick	4
Steel	0
Optimum Bribe	20
Police Interest	10000

Group 2 Businesses

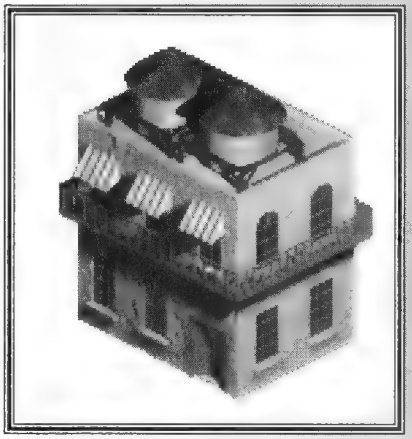
Doss House

The Doss House is a Group 2 Business. After the first upgrade it becomes a Boarding House and after the second it becomes a Grand Hotel.



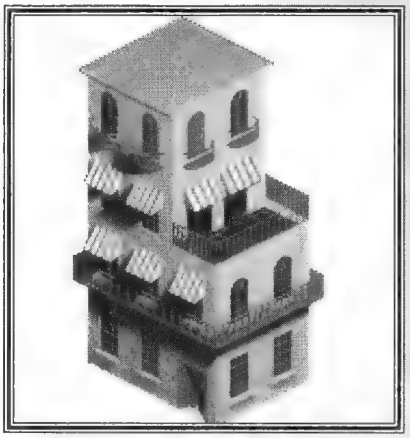
Purchase Cost	8000
Freehold Value	10500
Tile Cost	10
Initial Strength	100000
Age Damage	10
Maximum Damage	100
Build Time	15000
Tile Build	25
Cement	3
Brick	4
Steel	1
Optimum Bribe	20
Police Interest	10000

Boarding House



Purchase Cost	8000
Freehold Value	14500
Tile Cost	10
Initial Strength	100000
Age Damage	10
Maximum Damage	100
Build Time	15000
Tile Build	25
Cement	3
Brick	4
Steel	1
Optimum Bribe	20
Police Interest	10000

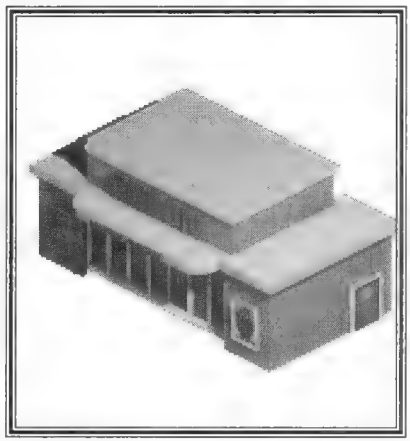
Grand Hotel



Purchase Cost	8000
Freehold Value	18500
Tile Cost	10
Initial Strength	100000
Age Damage	10
Maximum Damage	100
Build Time	15000
Tile Build	25
Cement	3
Brick	4
Steel	1
Optimum Bribe	20
Police Interest	10000

Flea Pit

The Flea Pit (Picture House) is a Group 2 Business. After the first upgrade it becomes a Nickelodeon and after the second it becomes a Cinema.

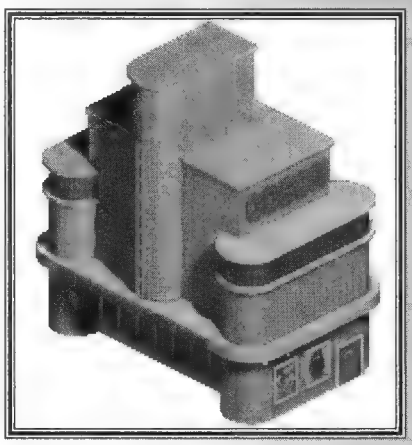


Purchase Cost	11000
Freehold Value	14000
Tile Cost	10
Initial Strength	125000
Age Damage	10
Maximum Damage	100
Build Time	20000
Tile Build	25
Cement	3
Brick	4
Steel	2
Optimum Bribe	20
Police Interest	10000

Nickelodeon

Purchase Cost	11000
Freehold Value	19500
Tile Cost	10
Initial Strength	125000
Age Damage	10
Maximum Damage	100
Build Time	20000
Tile Build	25
Cement	3
Brick	4
Steel	2
Optimum Bribe	20
Police Interest	10000

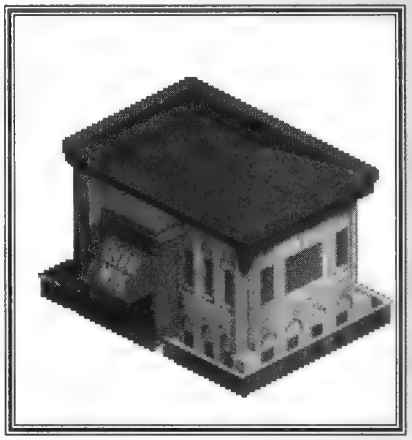
Cinema



Purchase Cost	11000
Freehold Value	25000
Tile Cost	10
Initial Strength	125000
Age Damage	10
Maximum Damage	100
Build Time	20000
Tile Build	25
Cement	3
Brick	4
Steel	2
Optimum Bribe	20
Police Interest	10000

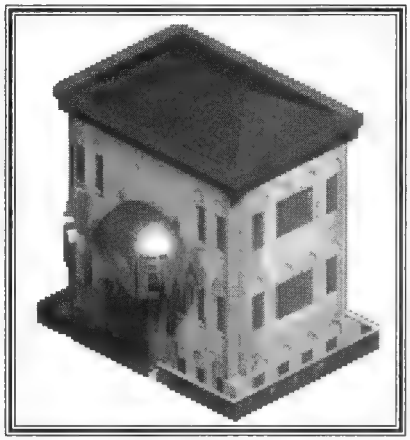
Hack's Office

The Hack's Office is a Group 2 Business. After the first upgrade it becomes a Print Office and after the second it becomes a Newspaper Office.



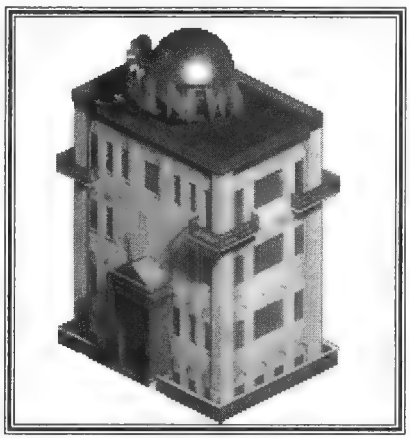
Purchase Cost	11000
Freehold Value	14000
Tile Cost	10
Initial Strength	125000
Age Damage	10
Maximum Damage	100
Build Time	20000
Tile Build	25
Cement	3
Brick	3
Steel	3
Optimum Bribe	20
Police Interest	10000

Print Office



Purchase Cost	11000
Freehold Value	19500
Tile Cost	10
Initial Strength	125000
Age Damage	10
Maximum Damage	100
Build Time	20000
Tile Build	25
Cement	3
Brick	3
Steel	3
Optimum Bribe	20
Police Interest	10000

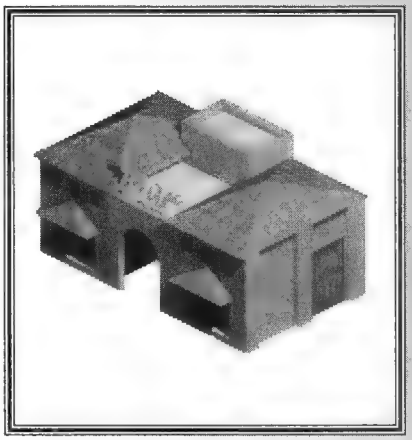
Newspaper Office



Purchase Cost	11000
Freehold Value	25000
Tile Cost	10
Initial Strength	125000
Age Damage	10
Maximum Damage	100
Build Time	20000
Tile Build	25
Cement	3
Brick	3
Steel	3
Optimum Bribe	20
Police Interest	10000

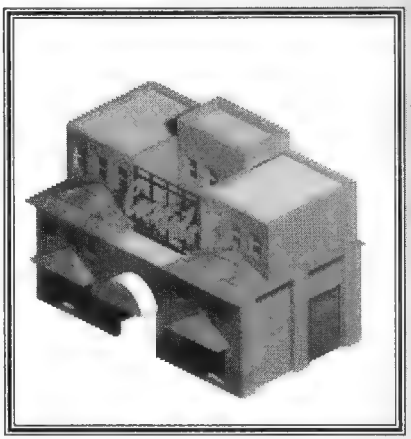
Saloon

The Saloon is a Group 2 Business. After the first upgrade it becomes a Speak Easy and after the second it becomes a Nightclub.



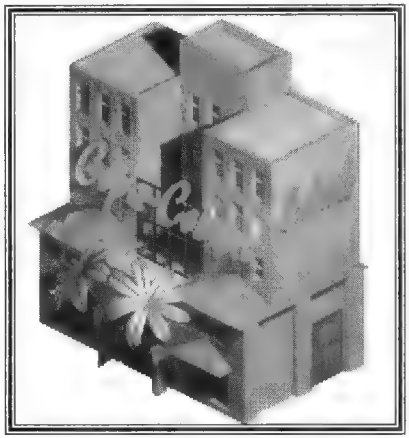
Purchase Cost	16000
Freehold Value	20000
Tile Cost	10
Initial Strength	150000
Age Damage	10
Maximum Damage	100
Build Time	25000
Tile Build	25
Cement	3
Brick	4
Steel	4
Optimum Bribe	20
Police Interest	10000

Speak Easy



Purchase Cost	16000
Freehold Value	28000
Tile Cost	10
Initial Strength	150000
Age Damage	10
Maximum Damage	100
Build Time	25000
Tile Build	25
Cement	3
Brick	4
Steel	4
Optimum Bribe	20
Police Interest	10000

Nightclub



Purchase Cost	16000
Freehold Value	36000
Tile Cost	10
Initial Strength	150000
Age Damage	10
Maximum Damage	100
Build Time	25000
Tile Build	25
Cement	3
Brick	4
Steel	4
Optimum Bribe	20
Police Interest	10000

Gambling Den

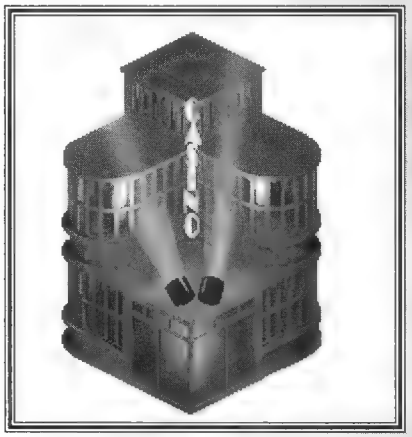
The Gambling Den is a Group 2 Business. After the first upgrade it becomes a Bookmaker and after the second it becomes a Casino.

Purchase Cost	16000
Freehold Value	20000
Tile Cost	10
Initial Strength	150000
Age Damage	10
Maximum Damage	100
Build Time	25000
Tile Build	25
Cement	2
Brick	4
Steel	2
Optimum Bribe	20
Police Interest	10000

Bookmaker

Purchase Cost	16000
Freehold Value	28000
Tile Cost	10
Initial Strength	150000
Age Damage	10
Maximum Damage	100
Build Time	25000
Tile Build	25
Cement	2
Brick	4
Steel	2
Optimum Bribe	20
Police Interest	10000

Casino

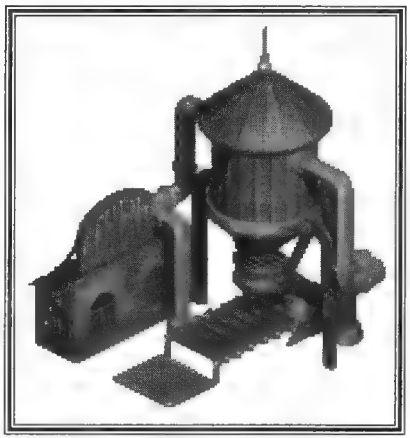


Purchase Cost	16000
Freehold Value	36000
Tile Cost	10
Initial Strength	150000
Age Damage	10
Maximum Damage	100
Build Time	25000
Tile Build	25
Cement	2
Brick	4
Steel	2
Optimum Bribe	20
Police Interest	10000

Construction Resources

Cement Factory

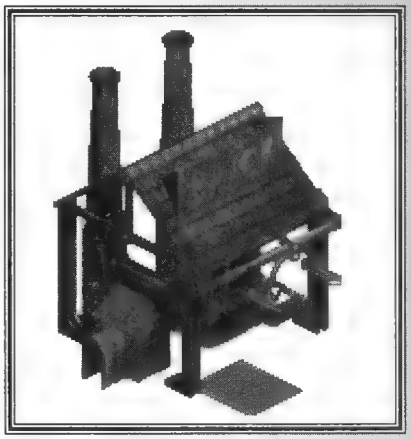
The Cement Factory is the first construction resource to which you get access.



Purchase Cost	7500
Freehold Value	7500
Tile Cost	10
Initial Strength	50000
Age Damage	7
Maximum Damage	100
Build Time	10000
Tile Build	25
Cement	0
Brick	0
Steel	0
Optimum Bribe	0
Police Interest	0

Brick Factory

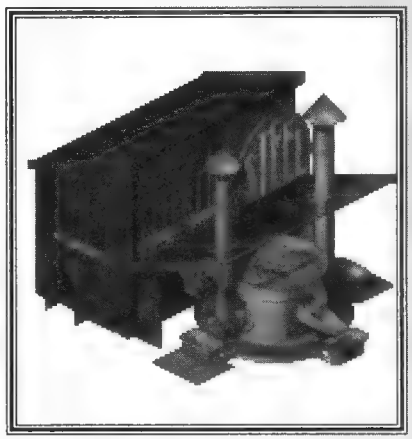
The Brick Factory is the second resource to which you get access.



Purchase Cost	10000
Freehold Value	10000
Tile Cost	10
Initial Strength	100000
Age Damage	7
Maximum Damage	100
Build Time	15000
Tile Build	25
Cement	10
Brick	0
Steel	0
Optimum Bribe	0
Police Interest	0

Steel Works

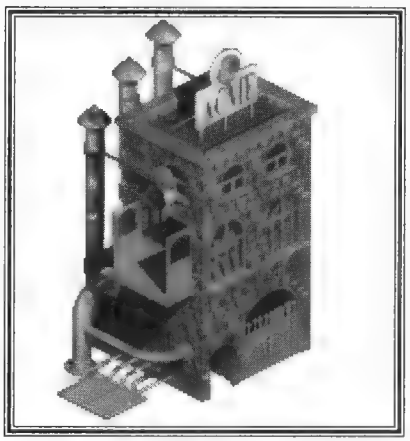
The Steel Works is the third and final construction resource you get access to.



Purchase Cost	15000
Freehold Value	15000
Tile Cost	10
Initial Strength	150000
Age Damage	7
Maximum Damage	100
Build Time	20000
Tile Build	25
Cement	10
Brick	10
Steel	0
Optimum Bribe	0
Police Interest	0

Utility Buildings

Gadget Factory

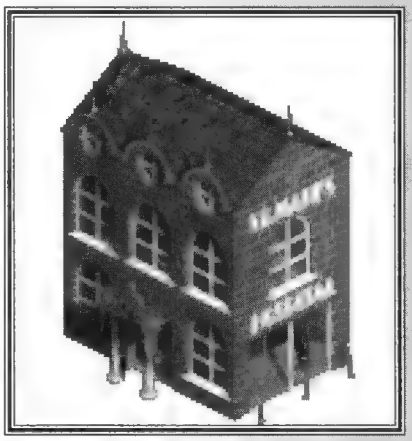


The first utility building you can construct is the Gadget Factory. This is where you manufacture all the gadgets needed by the businesses and arrange for their delivery.

Purchase Cost	7500
Freehold Value	7500
Tile Cost	10
Initial Strength	150000
Age Damage	7
Maximum Damage	100
Build Time	20000
Tile Build	25
Cement	10
Brick	0
Steel	0
Optimum Bribe	0
Police Interest	0

Hospital

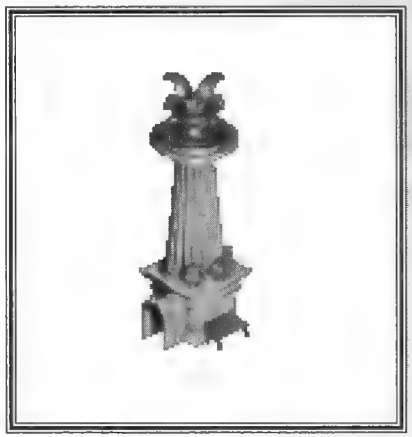
The second utility building you are able to construct is the Hospital. When your characters have battled and lost energy, you need to send them here to be recharged. Prior to building a Hospital you can also send them into your HQ, but the energy recharge rate is very low there.



Purchase Cost	10000
Freehold Value	10000
Tile Cost	10
Initial Strength	100000
Age Damage	10
Maximum Damage	100
Build Time	20000
Tile Build	25
Cement	10
Brick	0
Steel	0
Optimum Bribe	0
Police Interest	0

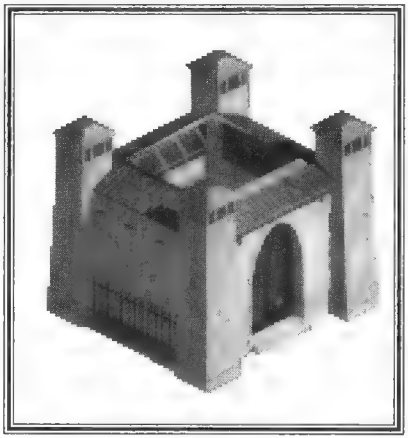
Cemetery

The next utility building is the Cemetery. Constructing these around the city allows you to dispose of all those dead bodies that litter the streets and attract all that Police Interest.



Purchase Cost	5000
Freehold Value	5000
Tile Cost	10
Initial Strength	50000
Age Damage	0
Maximum Damage	100
Build Time	10000
Tile Build	25
Cement	10
Brick	10
Steel	0
Optimum Bribe	0
Police Interest	0

Prison



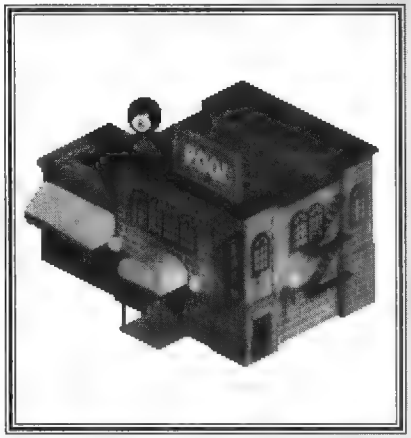
The last utility building you can construct is the Prison. This provides lots of extra space for the confinement of all those criminals the Police keep arresting.

Purchase Cost	10000
Freehold Value	10000
Tile Cost	10
Initial Strength	150000
Age Damage	10
Maximum Damage	100
Build Time	20000
Tile Build	25
Cement	10
Brick	10
Steel	10
Optimum Bribe	0
Police Interest	0

Other Structures

Pool Hall

Home to the Thugs (Hoodlums).



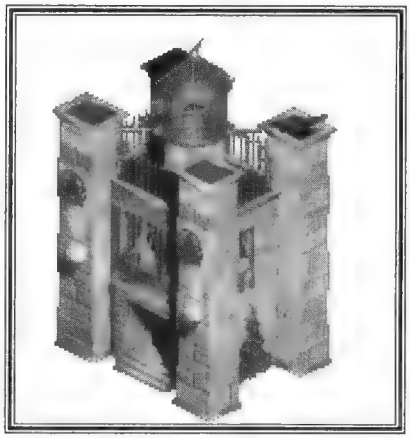
Purchase Cost	10000
Freehold Value	10000
Tile Cost	10
Initial Strength	80000
Age Damage	20
Maximum Damage	150
Build Time	30000
Tile Build	25
Cement	10
Brick	10
Steel	0
Optimum Bribe	0
Police Interest	0

Church

Home to the Priest.

Purchase Cost	10000
Freehold Value	10000
Tile Cost	10
Initial Strength	80000
Age Damage	20
Maximum Damage	150
Build Time	30000
Tile Build	25
Cement	10
Brick	0
Steel	0
Optimum Bribe	0
Police Interest	0

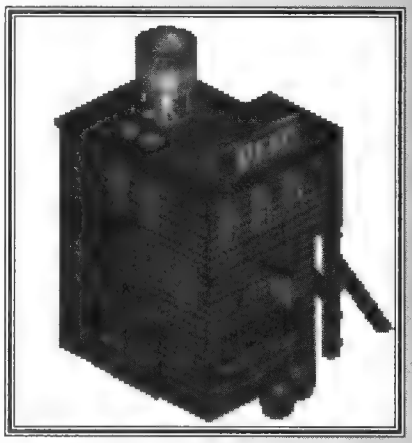
Old Haunted Prison



Home to Old Spooky, the Ghost.

Purchase Cost	10000
Freehold Value	10000
Tile Cost	10
Initial Strength	80000
Age Damage	20
Maximum Damage	150
Build Time	30000
Tile Build	25
Cement	10
Brick	10
Steel	10
Optimum Bribe	0
Police Interest	0

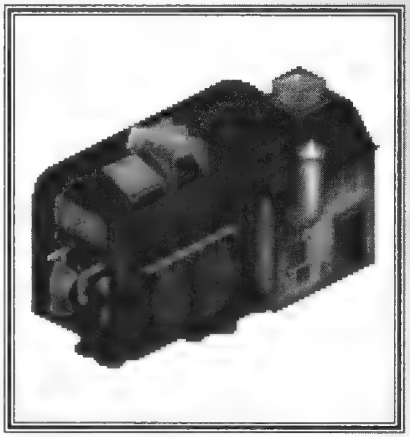
Riverside Bar



Home to the Hooker.

Purchase Cost	10000
Freehold Value	10000
Tile Cost	10
Initial Strength	80000
Age Damage	20
Maximum Damage	150
Build Time	30000
Tile Build	25
Cement	10
Brick	10
Steel	10
Optimum Bribe	0
Police Interest	0

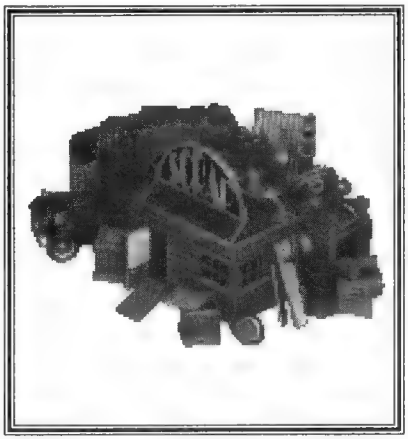
Slaughter House



Home to Bruto the Nutter (Psycho).

Purchase Cost	10000
Freehold Value	10000
Tile Cost	10
Initial Strength	80000
Age Damage	20
Maximum Damage	150
Build Time	30000
Tile Build	25
Cement	10
Brick	10
Steel	10
Optimum Bribe	0
Police Interest	0

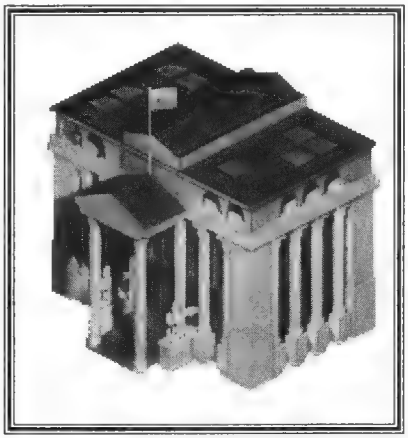
Junk Yard



Home to Junior the Saboteur.

Purchase Cost	10000
Freehold Value	10000
Tile Cost	10
Initial Strength	80000
Age Damage	20
Maximum Damage	150
Build Time	30000
Tile Build	25
Cement	10
Brick	10
Steel	0
Optimum Bribe	0
Police Interest	0

City Hall

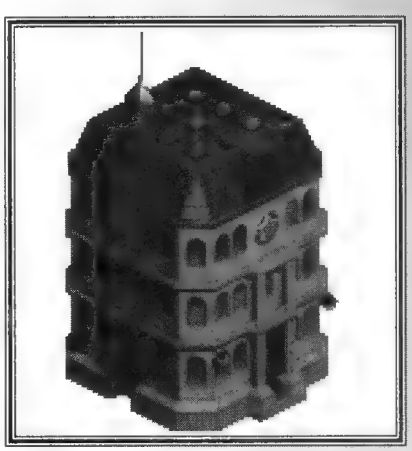


This is where you direct your bribes.

Purchase Cost	0
Freehold Value	0
Tile Cost	10
Initial Strength	10000000
Age Damage	0
Maximum Damage	300
Build Time	5000
Tile Build	25
Cement	0
Brick	0
Steel	0
Optimum Bribe	0
Police Interest	0

Police Station

This is where you pick up your bribed policemen.



Purchase Cost	0
Freehold Value	0
Tile Cost	10
Initial Strength	1000000
Age Damage	0
Maximum Damage	100
Build Time	39999
Tile Build	25
Cement	0
Brick	0
Steel	0
Optimum Bribe	0
Police Interest	0

Tips And Tricks

Below are a few tips and tricks to help you expand your Mob Empire.

Get Larger Rents

1. Build a level one house and put a tenant into it.
2. Let the tenant live there until you have to upgrade it or his production rate gets too long.
3. Build another level one house and wake up tenant.
4. Then move the tenant over to the other house.
5. Upgrade the first building.
6. Move the tenant back into that house.
7. Upgrade the second building, and then put a tenant into that one.
8. Rent will not go up during the current tenant's lease. Moving him out allows you to reset his lease and move him back in at a higher rent.

Make MAD Amounts Of Money

1. Designate one block to be your CASH COW.
2. Build as many soup kitchens as you can on the block and upgrade them all before putting tenants in them.
3. Place the highest rent-paying tenants into these buildings.
4. Now comes the fun part. Go and whack as many bums as you can find and make them use those houses.
5. Eventually, the police interest will get high on these businesses and they will be shut down. The bums will move on to the next house on the block.

It may sound like you're setting yourself up for a burn, but you can make FAST money this way. If you get enough bums, you can bring in a possible $100,000 a month!!! If you HAVE to, you can always sell or demolish these buildings.

Run Your Own Real Estate Scam

All the buildings in the game resell immediately after completion for more than they cost. A first level building (Soup Kitchen, Drinking Den) will give you $1,000+ depending on how long you let it sit and accrue equity. Second level homes, such as Peep Shows and Quack Offices, earn a $2,000+ return. Third level homes have a return of about $2,500+, and Fourth level homes $3,000. Fifth level buildings, when resold, return about $4,000+. Designate an entire block to build these homes on. Begin with Soup Kitchens and as soon as the scaffolding falls, sell the building. If you wait a few moments, the worth may rise about $50 or so.

Buy More Land Than City Hall Wants You To

Often, if you haven't used up more than about 80% of the land you own, City Hall will keep you from buying any more land. If you want to buy a specific plot of land, but have not yet used up all your previously owned land, you can use the real estate scam above to cover the land with cheap, high-yield buildings, buy the land you want, then sell off the houses for a profit!

Dead Body Bombs

Kill off city workers or enemy tenants and workmen (they're easy to kill) and drag the bodies into their tenant houses. As soon as they become vacant, they will be infested with bugs. You can also drag dead bodies to newly built buildings before there's even a tenant in it. Then the enemy won't be able to put a tenant in there. This is also very useful in Cripple's Bend, by making your little accidents happen much sooner.

Chapter 4

The Gadget Factory

The Gadget Factory is one of the most important buildings within *Mob Rule* for many reasons. The Gadgets you can make and deliver help solve complaints, remedy problems from the opposition, solve missions, speed up production, allow upgrades to buildings (which means more money) and lastly, make the map look pretty.

Be warned, though—all Gadgets are not created equal. While some are extremely useful, such as the Deluxe Bed, other Gadgets are little more than window dressing, like Evergreen Trees. Because *Mob Rule* doesn't go into depth about each and every Gadget, this chapter will tell you what every Gadget is and how to best make use of it (if it's even worth using).

Evergreen Trees

Cost: $50
Placement: Exterior
Buildings: Any

What It Is: Like any good tree, the Evergreen variety helps liven up a property and helps your map look more attractive, as well as promoting the happiness of the Tenants. While not as good at screening out legally questionable activities as its deciduous cousin, more of them can be packed into a smaller space.

How To Use It: Their main function is to increase the aesthetic appeal of your city (for those who worry about such things) and to help increase the happiness of your Tenants—thereby keep 'em breeding at a nice, steady rate. However, they definitely aren't a "must have" Gadget, and you can get through the entire game without planting a single tree.

Deciduous Trees

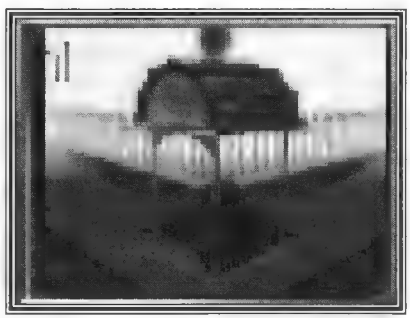
Cost: $50
Placement: Exterior
Buildings: Any

What It Is: Like their Evergreen counterparts, these trees help improve the looks of your map, and help keep wandering eyes from seeing the seedy activities going on within the property.

How To Use It: These trees help decrease Police Interest in a site, so if you find that your property is forever flashing the circled-star warnings, careful placement of these conifers may help bring interest down a notch. It's also a good idea to take a pro-active stance and put these trees on property you know is going to have a lot of Waster clients and other potentially criminal activity.

Tube Station

Cost: $500
Placement: Exterior
Buildings: Only On City Sidewalks

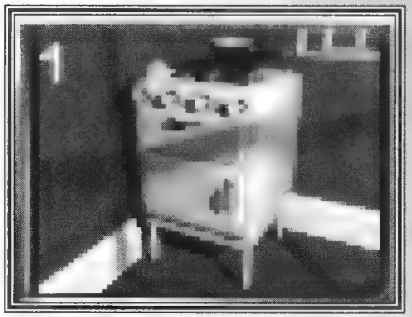


What It Is: There's no need to worry about building complex subway systems—a simple Tube Station is all it takes to link to City Hall's own underground rapid transit system. With it, all your Workers, Tenants, Fixers, and Gangsters (and even Cousins) can quickly get from one spot to another.

How To Use It: Once you've built a Gadget Factory, Tenants will start demanding you make it so they don't have to walk everywhere. Judicious placement of these can not only rectify Tenant gripes but also improve the efficiency of your operation. You can place only one per block, so you need to carefully select exactly where on the block it would serve you best, like having one right next to the Hospital and another near your Headquarters. Keep in mind that no one can use the tube when they're carrying an object or if they're one of the Undesirables.

Oven

Cost: $200
Placement: Interior
Buildings: Soup Kitchens



What It Is: A simple oven that can turn a Soup Kitchen into a Diner.

How To Use It: Its only function is as an upgrade trigger, so use it whenever you need to upgrade your Soup Kitchens to Diners. Don't place it in any other businesses as it serves no other purpose.

Still

Cost: $500
Placement: Exterior
Buildings: Drinking Den

What It Is: This still allows you to upgrade a Drinking Den into Brewery (and eventually, a Distillery) and Saloon into a Nightclub.

How To Use It: Although it's mainly a trigger for some buildings, such as the Brewery and Nightclub, it also has its downside—namely, the potential neighborhood drinking problems, which can mean shorter repair time intervals and more Police Interest.

Heavy Curtains

Cost: $100
Placement: Internal
Buildings: Any business

What It Is: Heavy Curtains help keep the noise from factories and explosions from disturbing the Tenants. It's also an upgrade trigger for Nightclubs and Bordellos.

How To Use It: If you build a business near a factory, you can rest assured that soon the Tenants will complain of the noise going on night and day and will demand curtains. Also, if a nearby building (yours or an enemy's) explodes, nearby businesses will start demanding curtains, as well. Even if you don't anticipate another building explosion, you need to get curtains in there right away to keep your Tenants happy.

Lamp Post (Electric Light)

Cost: $500
Placement: External
Buildings: All

What It Is: Having this Gadget not only means you have electricity running to your business, but it also is a mission objective throughout several campaigns within *Mob Rule*.

How To Use It: Whenever a Tenant is complaining about a lack of lighting or electricity, put this in front of the business (yet still on the property).

Generator

Cost: $1,500
Placement: Exterior
Buildings: All

What It Is: Like all generators, this one gives electricity to your property.

How To Use It: Its usefulness is admittedly limited, except to upgrade entertainment centers like Speak Easys. If you really need a business with electricity and they aren't demanding a generator, use a telephone instead.

Medicine Cabinet

Cost: $100
Placement: Interior
Buildings: All

What It Is: With this Gadget, your local Quack becomes a legitimate MD.

How To Use It: When you need to upgrade your Quack's Office to a Pox-Doctor's Office, you must install one of these. Don't bother installing them anywhere else—they're not useful elsewhere.

Printing Press

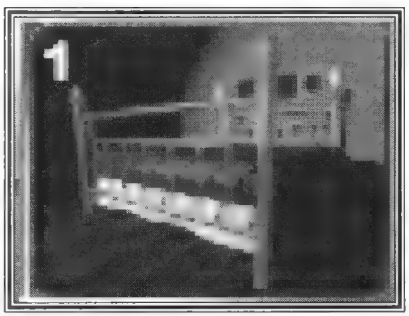
Cost: $1,000
Placement: Interior
Buildings: Ideally for Hack's Office

What It Is: This Printing Press will help turn your neighborhood Hack into an aspiring William Randolph Hearst.

How To Use It: It allows you to upgrade your Hack's Office into a Print Office (and subsequently a Newspaper Office), which isn't necessary for the completion of the game.

Deluxe Bed

Cost: $200
Placement: Internal
Buildings: All



What It Is: While all businesses come with a bed (where else is the Tenant going to sleep?), this is your upgraded model that helps decreases time needed to produce child.

How To Use It: This can go in any business that you're using to breed Workers and Tenants, as it significantly boosts the breeding speed of the Tenants. If you need to make Workers fast, install one of these immediately. Keep in mind that its usefulness wears out over time, so you'll need to install a new one if you want to keep cranking out Workers at a relatively high speed.

Home Repair Shed

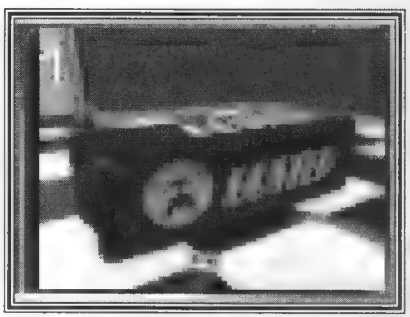
Cost: $2,000
Placement: Exterior
Buildings: All

What It Is: Installing a tool shed will encourage the Tenants to do their own home repairs instead of relying on the Fixer to do them. In fact, once installed, you don't even need a Fixer to visit again.

How To Use It: These are ideal for properties that are in a different part of the map, such as businesses that have been taken over in the heart of the enemy's empire. Placing one of these on the property keeps you from constantly having to re-assign Fixers to out of the way property you're constantly forgetting about.

Cockroach Trap

Cost: $200
Placement: Interior
Buildings: All businesses



What It Is: Any businesses that you can't put Tenants in right away will soon become infested with cockroaches and eventually blow up. These traps will keep them away and take care of any current roach problems. If you find there's been an infestation while a building is occupied, putting one of these in will help clear up the problem.

How To Use It: If you take over a business and you don't quite have a Tenant ready to move in, placing a Cockroach Trap will keep it roach free until you've finished breeding another Tenant for it or until you decide to sell.

Emergency Exit

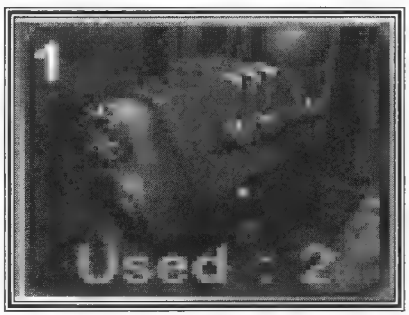
Cost: $5,000
Placement: Exterior
Buildings: All Businesses

What It Is: Provides a quick escape for your Tenant, especially if the police are planning to close the place down.

How To Use It: If you follow the information in this guide, a Tenant should never need one to escape a Police raid, as you're always keeping Police Interest low. However, it does come in handy if there's an enemy character on your property. Placing an Emergency Exit in your neighbor's garden will allow the Tenant to sneak out of the building when there's an enemy waiting on the property. Instead of coming out of the house, he'll emerge from the exit in his neighbor's yard.

Ghost Gunk Generator

Cost: $500
Placement: Exterior
Buildings: Any Business



What It Is: If your house has become possessed, using this will send the ghosts a-packin'.

How To Use It: It can't be built and installed as a deterrent. You have to wait until one of your properties actually becomes infested with spooks before you can set one up. If you see that your enemy has a Haunted Prison or two, odds are good that they'll try and sick a specter on you. In that case, it's a good idea to have one already built in the Gadget Factory so it can be delivered the minute you see a business become possessed.

Telephone (Telegraph)

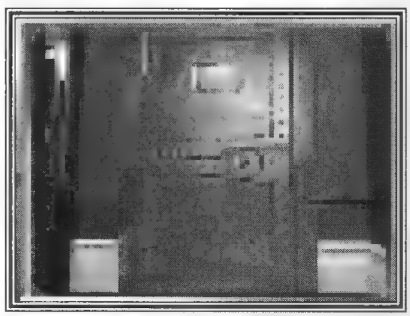
Cost: $500
Placement: Exterior
Buildings: All

What It Is: Sometimes referred to as a telegraph, this communication device is used to upgrade properties, summon police patrolling your block if the property is under attack, warn you about a thief when he visits a building, complete mission objectives, and automatically dispatching Gangsters to come to the property if it's under attack.

How To Use It: Ideally these are good to place at high-risk sites, such as those that seem under constant attack by enemy Gangsters or Undesirables. They also call over spare Fixers in your HQ to problem areas. Telephones work best simply as upgrades and mission-accomplished objectives.

Steel Door

Cost: $100
Placement: Interior
Buildings: Any Building

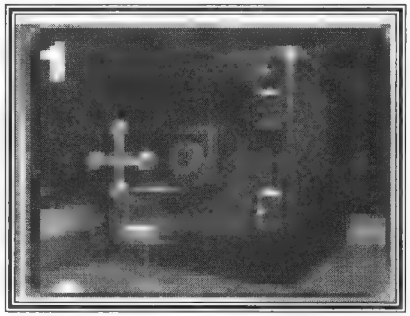


What It Is: This safety precaution slows down would-be thieves and protects properties from explosions and attacks.

How To Use It: If your place is about to be raided or you see a neighboring enemy building on fire (which means it's about to explode), you're going to want to install these fast to protect yourself. A steel door won't stop a thief (or Priest) from eventually getting to the goods, but it will slow them down.

Safe

Cost: $100
Placement: Interior
Buildings: All Buildings

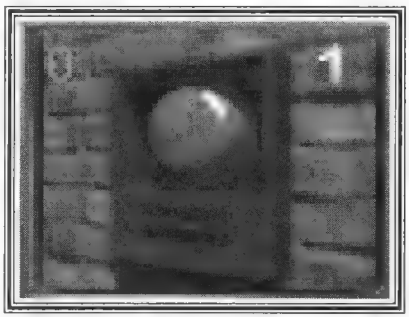


What It Is: This keeps extortioning Thugs and persuasive Priests away.

How To Use It: Install them on all your heavily targeted buildings (such as your Headquarters and Factories) to keep the Priest from snagging some of your hard-earned dollars and materials.

Burglar Alarm

Cost: $500
Placement: Internal
Buildings: All



What It Is: It's supposed to deter would-be-thieves from breaking and entering

How To Use It: Its main function is to serve as a mission objective, such as preparing your Hotel with plenty of security for your Tommy Gun Gangsters.

Kennel

Cost: $1,250
Placement: Exterior
Buildings: All

What It Is: A ferocious pooch who'll help keep out bad guys.

How To Use It: Put one of these wherever businesses are being targeted. It'll keep Undesirables away and fend off Gangsters and Fixers. If a particular business seems to be a favorite target of enemy Fixers, putting one of these there should keep them away.

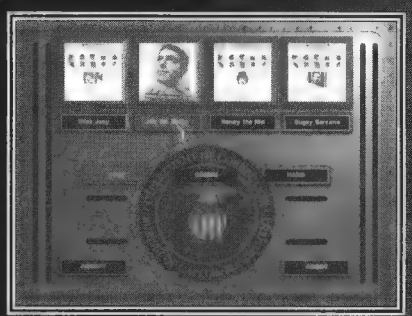
CHAPTER 5

Hick Town

Yeah, yeah, yeah... I knows you gots connections and you're Legless Louie's kid, buts we ain't about to name you's Godfather just yet. You may have been a runner for a bit and beat up a few shmucks, but you need to learn the real ins and outs of being a boss. Things like how to make money, how to intimidate the competition, and how to whack your enemy without getting caught. We's gonna give you your very own town to run, Hick Town. But don't let the name fools you. There's plenty of opportunity there to make a lotta dough, as well as get into a lotta troubles, so be careful. It ain't exactly Capitol City, but prove to us you gots what it takes to make us some money (as well as some notoriety) and we'll make sure you're duly rewarded. Screw it up and we'll have you fitted for cement shoes.

Choosing Your Character

For starters, you're gonna have to decide what sort of alias you wanna use. Don't be a numbskull and pick one like Rollover Ralph or Spineless Stan. We came up with some good sounding names—Slick Joey, Nik the Knife, Kenny the Kid, and Bugsy Serrano—that'll strike terror into police and mobsters alike. Don't worry, no matter which name you decides to go with, running Hick Town is gonna be exactly the same, no harder and no easier.



Choosing Your Difficulty Level

We can make things easy for you or we can make things tough, depending on how much responsibility you want to take on. If you want things Easy, we'll give yous plenty of dough to start your little empire. If you think you're the man and don't need our generosity, Medium and Hard will give you considerably less funds with which to work with. Unless you're an experienced mobster, we recommend that you stick with Easy for now. While you might think you're some sort of hot shot just because you knocked off a coupla goons, Hard is strictly for experienced mobsters. When you've become top dog, you can test your metal later and try reproducing your results at a harder level next time.

Getting Started In Hick Town

The following set of missions introduce you to all the basic functions of the game. The computer will occasionally help you with hints.

We wouldn't be so foolish as to just let you let loose on Hick Town without a bit of hand holding, now would we? Hick Town can best be described as a tutorial of sorts, a campaign comprised of several mini-missions that help introduce you to all the elements of being a mobster. While you'll be given a bit of on-screen help, this chapter will guide you every step of the way, so there's no confusion on your part. As you get more and more familiar with what's happening, we'll ease up on the hand holding, but still make sure that if something new and different comes up, you won't be left in the dark.

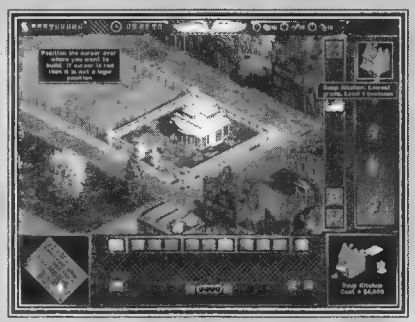
First Mission

You must build a Soup Kitchen next to your HQ. Once built, you should place a Tenant in it and start it breeding some more Workers.

Each time you're faced with a new mission, you'll notice most of the mission text is plain black with some text being in red. The words in red letters are your mission objectives—the things you need to accomplish in order to advance to the next mission.

Hit-Man Harry's Hints:

Every time you start wondering what you're supposed to do next in a mission, just click on the Mission button. Unfinished objectives will still be red, while completed tasks will be black.

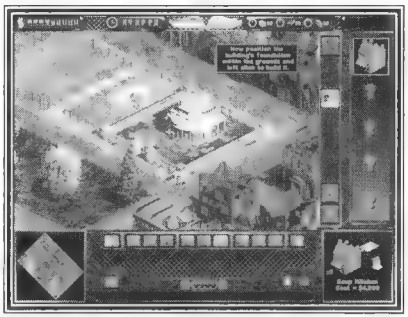


Buying Property

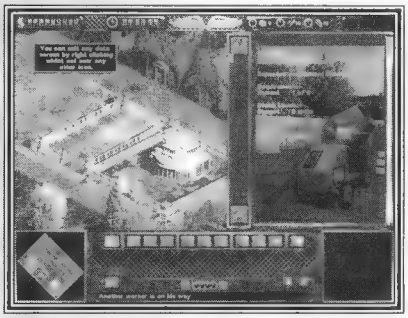
Your first task is to build a Soup Kitchen right next to your Headquarters. Don't worry, there's plenty of room. Simply go to the Buy Building screen by clicking the Buy Building button (the one with the building and the Dollar Sign), then select the Soup Kitchen (the only thing you can select at this point) and click on the Buy icon. Later on, you'll have a lot more choices, though not necessarily enough money. Each building will come with vital information, such as how much they cost (and whether you have enough) and the materials you need. To learn more about each structure, refer to Chapter 3.

Building Stuff

Now move the cursor over to where you want to put the Soup Kitchen (in this case, right next to your Headquarters) and click once. This positions one side of the property. You can move the cursor to spread things out a bit if you want. Just go with the default at this point, so you'll be able to squeeze another property on there later. Clicking once again locks all the borders in place. You'll notice that there's a double arrow icon on your Buy Building screen that can be clicked on. This will rotate the building so that the entrance is on the other side of the property. At this point, there's really no need to do this, although you'll want to keep it in mind later as you start developing other structures.



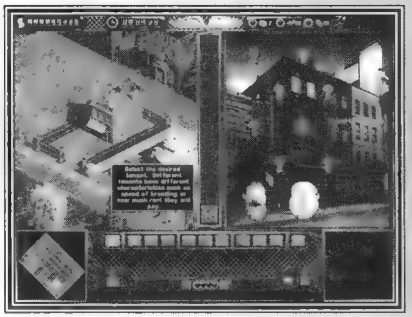
Once you've clicked and placed the boundaries of your property, you can now move where you want the building placed within the boundaries. This is purely an aesthetic thing this time, so simply click again to place it.



Finally, another click on the building area will bring up the Construction screen. Here you need to select the number of available Workers you wish to use on the construction of your Soup Kitchen. Since they're all just standing around at your Headquarters drinking and stirring their coffee (at least we think it's coffee), click on the Call Worker button several times until all of them have been dispatched to your site.

Once there, the Workers will fervently begin building your Soup kitchen. The scaffolding will go up, and you'll see them with their little drills and hammers. Before you know it (especially if you have a lot of Workers on the scene), you'll hear that soon-to-be familiar 'Ding' that signals its completion. The large "For Rent" sign should be a big tip-off that it's time to find a Tenant to move in.

Finding Tenants

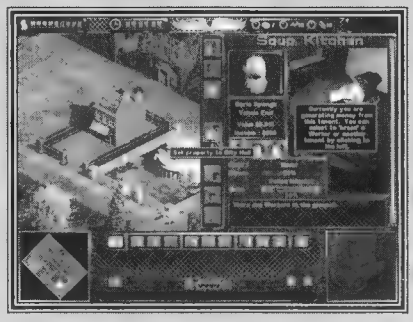


At this stage, finding a Tenant is pretty easy. If the building information screen isn't already up, simply click on your new building, then click on the View Possible Tenants screen.

You now have two choices for possible Tenants. While neither is exactly what one would call a valued renter, beggars can't be choosers, so select the one with the better Stress level, making sure you click on the Money icon so they agree to live there. You'll definitely want to be aware of their characteristics later on in the game, as each of them can have a direct influence on things like how fast they breed more Workers, but at this point, you don't have a lot of choice. For more information on each of the Tenant's pros and cons, check out Chapter 2.

Hit-Man Harry's Hints:

At this stage of the game, you're going to have to use both Tenants made available to you, though you should select the bald Tenant as your first. That's because your first task is to breed a new Worker, and the worse the Stress rating, the slower a Tenant breeds Workers. Save the bearded one for the building you're using to make money later in the game.



Making Money, Tenants, and Workers

At the Soup Kitchen screen (which is actually a property information screen) you'll see more information on whether you've got your new Tenant paying rent to you, breeding more Tenants or breeding more Workers. All of these functions are very important as you're going to need all three eventually in order to succeed. If you don't have some of your Tenants paying you rent, you'll quickly go bankrupt. If you don't have new Tenants being bred, when the current Tenant dies, you won't have anyone to replace him and your building will become roach infested, which is expensive to clean up. And if you aren't breeding more Workers, you're going to find yourself terribly understaffed, especially if you expect to take on a rival gang.

Needlenose Ned's Notes:

Breeding Workers is very important as you need Workers to make Fixers, who can take down guys, as well as convert the competition's property. It also takes several Workers to make Gangsters, the muscle behind your mob empire. And if worse comes to worse, you can turn a Worker into a Tenant.

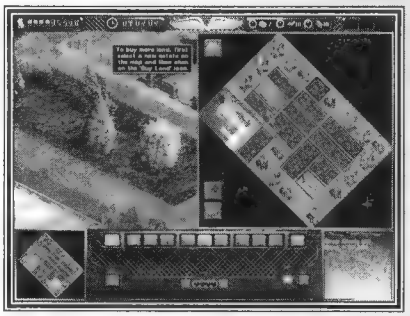
At this point simply click on the Workers icon. You'll then see a red bar directly below it that tells you how long it's going to take to have a fully mature Worker. Don't worry it'll probably take awhile, and the game won't continue until you've officially completed breeding a new Worker. If you watch your property, you'll see a little baby occasionally running around, which you can actually click on to get more info. This is your maturing Worker (it works the same with Tenants). You'll also notice a sign above the building of a baby. This lets you know that, instead of money, this building is producing either new Workers or Tenants. If you decide things are going a bit too slow and want to speed up this process, you can click on the Change Game Speed icon toward the bottom of the screen. Before you know it, you'll be taken to the next mission, which is *Mob Rule*'s way of saying that you've succeeded so far.

Second Mission

Congratulations! You are doing well. Now you need to buy some more land, then build a Cement Factory and a Gadget Factory on it. When the Cement Factory is finished, send some Workers inside to restock the factory back up to 10 units of cement. Make sure that you continue breeding at least two more Workers.

Excellent! Since you've shown that you're capable of performing simple tasks, now we're going to see if you can actually expand your empire to two whole city blocks! You need to get some more land because your current little parcel isn't big enough to hold both a Cement Factory and a Gadget Factory. And you're also going to need to have the Cement Factory doing what it does best, namely, making cement. All the while you also need to make sure that you keep breeding more Workers. So what are you waiting for?

Buying More Land



You don't have enough room for both a Cement Factory and a Gadget Factory on your current block, so you need to go to the Buy Land screen by clicking on the Buy Land icon. Here you'll get an overview of all of Hick Town, and as you can see, it really is a hick town. But anyway, you should pick a piece of property right next to yours. After all, you want to keep everything as together as possible. If you pick some property way across town, it's going to take forever for your Workers (or Fixers and Gangsters) to get there if there's trouble. So simply click on the block next to yours, then click on the Buy button. You'll immediately see the block cleared and some people will go to work at marking your territory.

Building Factories

This is where you're going to make your Gadget Factory and your Cement Factory. Go back to the Buy Building screen and you'll find that you have the option now of having these two buildings at your disposal. Click on and buy the Cement Factory, then go about placing it where you want it on that block (though you should stick with one end or the other for simplicity's sake).

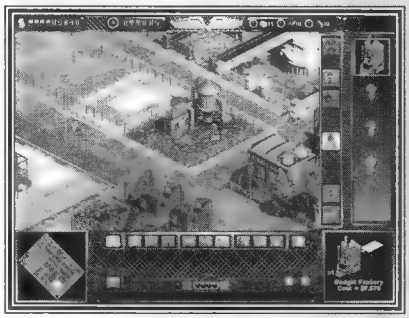
Hit-Man Harry's Hints:

While you can build properties almost as big as you want, at this stage of the game, go with the smallest you think you can get away with to maximize your space. However, it's important that you don't want to make them smaller than the width of your block, otherwise you'll be wasting space.

Once you've erected it, be sure to send all your Workers over there. It's not like they have anything better going on. Simply click on the Call Worker button until it indicates that you haven't got anymore Workers to use. Before you know it, you've got yourself a Cement Factory.

But that's only the beginning, you've got to make sure that your Workers are cranking out cement. If they aren't doing so, be sure to click on the completed Factory and again click on the Call Worker button so that everyone gets to work making at least ten units of cement (you're in no hurry at this point, so just let 'em keep going; they'll stop at 25).

In the meantime, you can get to work on making yourself a Gadget Factory. Do as you did with the Cement Factory—buy it, place it, and build it. By this point, you should have well over 10 units of cement (one of your mission objectives). If not, just let the Workers keep going until they reach that magic number. Once there, send them all over to the Gadget Factory to get that thing up and running, as well.



You don't have to worry about building any gadgets just yet—that'll come later. Just make sure that you get it built. Depending on how long it takes you to get to the construction of your Gadget Factory, you should have all three objectives completed by now. However, if you build the Gadget Factory and you don't go on to the next mission, it's probably because you worked so fast, your Tenant hasn't had an opportunity to breed two more Workers. Just kick back and wait, or you can speed up the game to hurry things along.

Typhoid Tony's Tips:

Don't forget that you can always check to see which objectives you need to finish by simply pressing the Mission Briefing button. All the unfinished objectives will still be in red.

Third Mission

"Well done! Now it's time to start making some money. First, upgrade your Soup Kitchen by manufacturing an Oven in the Gadget Factory and installing it in the Soup Kitchen. Make sure the resultant Diner is paying you rent every month. While waiting for this, you should convert some of your Workers into Fixers and put them to work looking after your new Estates."

Now that you've mastered the fine art of construction, you're ready to start upgrading and expanding your influence. The Soup Kitchen was nice, but now it's time to upgrade it to a Diner. Not only does it look nicer, you have the opportunity to start making some money.

To upgrade to a Diner, you need to put an Oven in it, which can be made at the Gadget Factory. Simply click on the Factory and select the Oven, which will set you back only 200 clams. Be sure to click on the Money icon (Start Manufacturing Gadget), but be sure to do it only once, otherwise you might end up building more gadgets than you wanted. You probably noticed that nothing happened. That's because you need to be sure to dispatch Workers to make the Oven. Click on the Call Worker icon to get them all there and cranking on your Oven.

Before you exit the Gadget Factory screen, if you move the icon over the rest of the cityscape, you'll notice that the cursor is a tiny gear. This is to allow you to select the building you want the Gadget to go into. Scroll up to the Soup Kitchen and click on it. The Oven will be delivered by one of the Workers to your Soup Kitchen.

Upgrading Your Businesses

But just because you've got an Oven in your Soup Kitchen doesn't instantly transform it into a Diner. In fact, simply delivering any Gadget to a business never makes it automatically upgrade. You need to pay for your Workers to upgrade it. Simply click on the business to bring up the screen, and then click on the Upgrade icon. Now be sure to dispatch your Workers to the business so they can complete the job.

If you're ever wondering what it takes to upgrade a business, simply bring up the screen for that business and select the icon for Show Requirements Before Upgrade, which tells you exactly what you need to do.

Now that you've upgraded from a Level 1 business to a Level 2 business, you'll notice that you can also start breeding Level 2 Tenants.

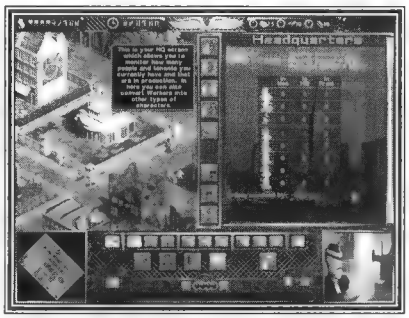
Needlenose Ned's Notes:

Only Level 2 Tenants can go in Level 2 housing.

Now you need to make this Tenant pay rent instead of breeding Workers, so simply click on the Diner, and select "$" instead of the Worker icon. This will show you how much money he's paying you in rent.

Turning Workers Into Fixers

By now you should have a sizeable workforce of around six to eight Workers. While having all this manpower is great when it comes to building stuff, it doesn't help you in maintaining your buildings, plus Workers are pretty weak when it comes to roughing up the competition. In fact, rival gangs will mop the floors with a mob made up of only Workers. So now you need to 'upgrade' some of your Workers into Fixers. To do this, click on your Headquarters. At the Headquarters screen you'll see a listing of your Tenants, Workers, Fixers, and Gangsters, as well as how many are currently in your HQ and how many are 'in production.' You need to take some of your Workers and make them into Fixers, which thankfully is an even trade, unlike Gangsters—it takes a minimum of three Workers to get one Gangster.



However, you can only convert Workers from within your Headquarters. In other words, you need to have some Workers in your Headquarters to convert. If there aren't any, call at least two Workers home by merely clicking on the Call Workers button. You should see them marching home, and you'll know that they've arrived when the 'In HQ' number changes. Now simply click on the Create Fixer From 1 Spare Worker button and you'll hear the unforgettable sound of an upgrade.

Depending on how successful you were in meeting your other objectives, you should instantly be taken to the next mission the instant you convert one of your Workers into a Fixer. If not, try to create at least one more Fixer. It'll be nice to have at least two for the next mission.

Fourth Mission

You're getting the hang of this. Now you need to get some more buildings up and running to breed extra people. Build another Soup Kitchen and a Drinking Den. Make one of the buildings breed Workers and set the other breeding some more Tenants to replace all the ones you are using. To keep everyone happy, make some Trees in the Gadget Factory and plant a few in the grounds of your buildings.

Now you're actually going to start seeing some fruits for all this labor. When you have several businesses going, you're going to be making more money, Workers, and Tenants. It's going to be a regular community.

Expanding Your Empire

The first things to do are building a Soup Kitchen and Drinking Den. By now you should be familiar with how to go about building a Soup Kitchen, and making a Drinking Den is no different (not surprisingly, it's just become available to you in this mission). You'll want to take advantage of the spare lots you have next to your existing Diner and the Gadget Factory (or Cement Factory, depending on the order you built them).

As the mission objective stated, you want one of these buildings breeding Workers and the other breeding Tenants. So be sure that you get Tenants in your building. Have one of them to start making Workers and the other making Tenants. Considering the number of Workers you probably already have, you should have the Tenant with the least amount of stress start breeding more Tenants, as you're going to need them.

Get Fixers Fixing

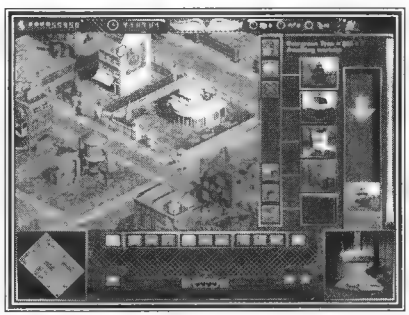
Before you get too carried away with expanding your little mob world, you need to make sure that you have two Fixers created from your two spare Workers. Fixers are very important for several reasons, but at this stage of the game, they can be used to ensure that your properties stay in tip-top shape. Without a Fixer regularly patrolling your properties, the buildings will begin to get run down, start to catch fire, and subsequently blow up, killing the Tenant inside (this, is not a good thing).

Once you've created two Fixers, click on the Select Character icon, down at the bottom of the interface. It'll come up, allowing you to select any of the characters that you have working for you. Click on one of the Fixers, then move your cursor over to one of the blocks that you have built up and right-click to dispatch the Fixer to that area. Then close the Select Character menu and you'll get several new icons to choose from that relate to the Fixer. You're going to want to be sure to Toggle the Auto-Repair icon on (you'll know it's activated when it's lit up). Now your Fixer will automatically go from building to building on that particular block, fixing things and generally making sure that nothing catches fire. You'll want to do the same with your second Fixer for your second block.

Trees

Your final objective in this mission is to build Trees to help keep your Tenants happy, i.e. less stressed. For right now, you'll get only one type of tree, which serves mostly to promote feelings of happiness amongst your Tenants. Later you'll be able to build trees that'll help hide your dealings from the police.

Go to your Gadget Factory and select Trees. You can't choose just one, you have to build five at a time, so be careful and don't hit the button too many times or you'll find yourself with a lot of trees with limited real estate to use them on. Call your Workers to start making them, and then use your Gear cursor to carefully place them at your Soup Kitchen, Diner, and Drinking Den. Soon you'll see one of your Workers begin to deliver the Trees to where you wanted them to go.

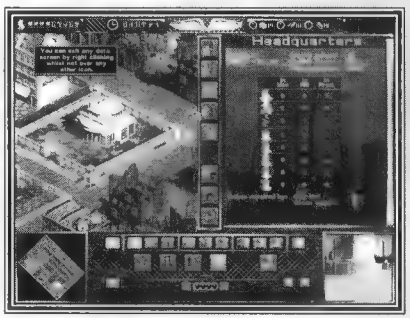


Fifth Mission

You're really getting there. An opposing Mob Family has just arrived in town and I want you to kill them off as quickly as possible. Make sure that when you teach them a lesson, you use a Gangster to do the hit and not just your Workers. So before you set off to wack them, create a Gangster in your HQ out of some of your spare Workers.

Up until now, you've been playing pretty much strictly by the book—no funny business, except for maybe that little bit of bribery you've got going with one of your businesses. But now we're gonna see whether you've got what it takes to be a mobster by actually going out and taking out the rival Mob Family that's come to town.

You need to quickly go to your HQ screen and call a few Workers home. You're going to take three of your Workers and create one Gangster from them. If you have a lot of extra Workers even after you've made your Gangster (six or more), go ahead and make another Gangster—you can never have too many, really.



Now you need to quickly march your Gangster(s), as well as your Fixers, over to the new Mob Family's territory. At this point (at least if you were quick about making Gangsters), they should just be constructing a new building and hopefully haven't gotten too far in its development. Go to the Character Selection screen and highlight your Gangsters and all your Fixers, then take your cursor and move it over to one of the rival mobsters until it becomes a body-shaped cursor. Right-clicking on the mobsters will sick all your boys on him. They'll run over and take him out, then you should select another Worker (and so on) until they're all dead.

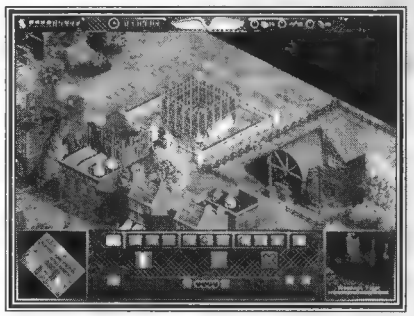
Typhoid Tony's Tips:

There are essentially three ways to select multiple characters: you can select them from the Character Selection screen, click and drag your mouse over all the characters you want to pick, or you can hold down the CTRL key while you click on individual characters on the map.

Sixth Mission

Well done, you managed to finish them off. Now I need you to destroy all that family's buildings, I don't want any trace left. However, there is now another gang in town belonging to the Barbino family. Make sure you don't kill any of them because they're too powerful. You had better build a Hospital and restore your Worker's energy to be ready for what I want you to do next. You should also start breeding at least one Level 2 Tenant from one of your upgraded businesses to be ready for later.

It's time to wipe out the competition completely. Sure you took down their guys, but the boss wants everything of theirs gone.



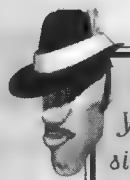
Your guys are, no doubt, still there and standing over the bodies of the one-time competition. Now you need to select those same Gangsters and Fixers and have them turn their attention to the building or buildings if there are more than one. By highlighting your employs and then right-clicking on the building itself, your Gangsters are going to start shooting up the place until it catches fire. Don't worry, they'll know when they've done enough, then they'll stand back and wait for the whole thing to come crashing down.

Fixing Tenant Problems

If you haven't already had them, you should start getting complaints from your Tenants. While one would think they'd be grateful at just having a place to live, this isn't going to be the case here. If you haven't returned your Fixers to their regular patrols of your properties, the most common Tenant complaint is going to be something like "Hey, my house is on fire" or "Hey, the guy next to me's house is on fire" or some such petty gripes.

To fix fires, simply click on one of your Fixers (ideally, the one who was supposed to be patrolling that block) and right-click on the problem house. After he gets there, it'll be a few seconds before he puts it out and gets everything back in order, but it'll all be taken care of.

Another big complaint is these lazy Tenants don't like to walk everywhere they need to go, so you need to build them a subway system of sorts. Actually, all you really need to do is build and place a Subway Site next to their property. Go to the Gadget Factory and build yourself a Subway Site, then have one of the Workers place it somewhere very near the property.



Needlenose Ned's Notes:

You don't have to worry about placing things like Subway Sites on sidewalks. It doesn't slow down characters, even if there's something in their way on the sidewalk. They'll just go around it or through it.

It's important that you take care of your Tenant problems right away. If you don't, they'll get frustrated and move, leaving you with a vacant business that's neither producing money, Workers, or more Tenants.

The Barbino's

While you took out the last Mob Family that dared get to close to your turf, you're going to want to stay well away from the Barbino's. Like the Godfather said, they're just too powerful, and if you try to take them on at this point, not only will you be going against the mission objectives, you'll also probably get slaughtered. So as tempting as it might seem to be, stay away for now. Trust me, you'll get more than enough chances to take out the Barbino's later on.

Building Your Hospital

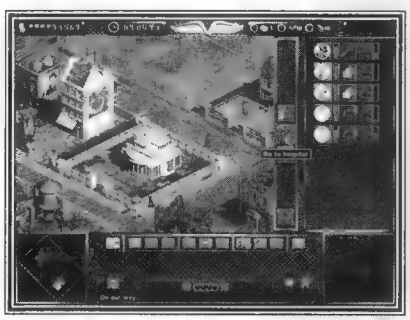
You may have noticed that when you go to the Character Select screen, there are little health meters next to each character. After your last little melee with the rival gang, your Fixers' and your Gangsters' health may have suffered a bit. To fix it, you're going to have to build your very own Hospital so that they can go and get restored to full health.

At this point, you've probably run out of real estate to build anything else. So you're going to have to purchase another adjacent block.

Next go to the Buy Buildings menu and get your Hospital going. As soon as your Workers finish the construction, you'll probably get a little notice from City Hall saying that you're being awarded a Territory Marker for your expansion.

Flaming Barrels (Braziers)

As you know, any flaming barrel that you have will stain the surrounding area and Gangsters will aggressively guard that area. So what you want to do every time you get a flaming barrel, is position it in such a way so that its staining of the ground covers as much area as possible, with as little overlap as possible. When you get your first one, it's a good idea to put it near the Hospital to mark your new expansion. Also, the stains need to be linked together so to speak. You can't just take a territory marker and move way across town and expect it to work. In order for the barrel to stay lit, you need to place it on the edge of one territory.

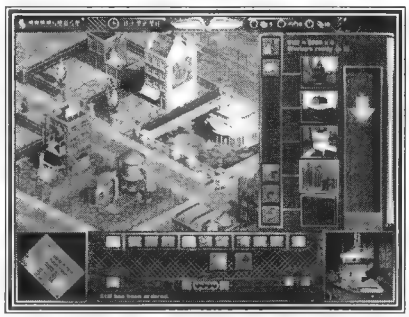


Healing The Sick

It's important that you constantly maintain the good health of your employs, especially Fixers and Gangsters as they're the most likely to get hurt in gang confrontations. Once your Hospital is up and running, go to the Character Select screen and click on all the characters that have less than perfect health, then dispatch them all to the Hospital by clicking on the Go To Hospital button. They'll all head to the Hospital after a short period of time and you can watch as their health meters return to full. Of course, you can send individuals as the need arises, as well. It's important that you keep tabs on how good a mobster's health is at all times, especially during enemy confrontations. A sick Gangster is going to move slower and have a much harder time taking an enemy down.

Upgrading Your Business and Your Tenants

At this point, it's a good time to start upgrading your businesses, as well as the Tenants you're going to need to fill those upgraded businesses. Simply go to the Gadget Factory, build your Oven, and place it in the Soup Kitchen. To upgrade your Drinking Den, you need to build a Still and place it somewhere just *outside* of the Drinking Den. Of course, you also need to pay to upgrade the businesses and have your Workers handle the repairs.



Next, pick one of your upgraded businesses and change it so that they're breeding a Level 2 Tenant. Ideally, you should pick a business that was already breeding Tenants to begin with so as not to throw off the system you've set in place. Once you've bred at least one Level 2 Tenant, you'll be taken to the next mission.

Seventh Mission

Congratulations! You got rid of all the evidence. Now it's time to start taking on the Barbino family. I want you to take over one of their businesses, and then sell it just to show them who's boss around here. We also need to start getting more business and make some money, so go and knock out a few drunken bums and carry them home. Make sure they start using some of your new upgraded businesses.

Now that you've become an experienced mobster, you're ready to tackle the Barbino's. But you're not just going to go out and slaughter everyone in sight. No, you're going to flex your muscle by taking over one of their businesses and selling it before they even know what happened. And if a few of their guys get killed along the way, oh well!

Taking Over A Business

Taking over a business is actually rather simple. All it takes is to have one of your Fixers go over there and essentially convert the fence that surrounds the individual property from the enemy's into your own, and then it's instantly yours. Of course, your rivals don't usually just stand around letting this happen. As soon as they catch word, they'll send over Workers, Fixers, and even Gangsters to take you down, which is why you should go with at least two Fixers and one Gangster. Hopefully by this point you have two Gangsters. If not, make one now. You're going to need them both if you expect to take on the Barbino's.

The first thing you need to do is find a relatively low key Barbino business—something not too big, a distance away from their HQ, and ideally some distance away from the Police Station. Also, it's helpful if there aren't too many mobsters hanging around the place. While casualties are inevitable, the less people hanging around, the less resistance you're going to get.

Once you've picked your spot, simply head on over and start killing the enemy, while having your Fixers work at converting the fence (highlight the Fixer or Fixers and right-click on the actual building itself).

Typhoid Tony's Tips:

If you find you're getting slaughtered during any sort of gang confrontation, it's better to retreat and send your mobsters to the Hospital to recover. You can always go back and resume working where you left off.

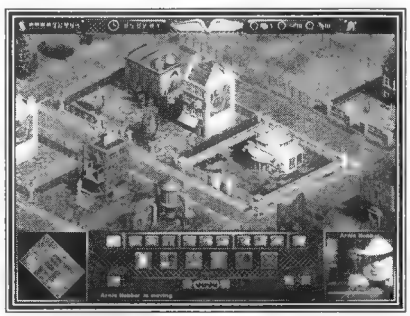
After you've converted the place, you want to sell it to City Hall, so click on the building and then select the Sell Property To City Hall icon. It will be sold instantly and eventually torn down. Objective number one complete.

Getting Business

Getting rent from your Tenants is only one way of making money; after all, you've got full-blown diners and bars here that you could start charging customers to patronize. But you can't very well charge customers if they don't know about the place. So you need to do some "convincing."

If you don't have a surplus of Fixers (that is, more than you have blocks to patrol), make one now. After he's created, you need to search the map for the closest drunk (Waster). There should be at least one wandering around the map. Don't get them confused with the Barbino Mob. Wasters are dressed all in black and when you click on them, you'll know how they spend their leisure time and money (alcohol).

Click on your new Fixer and right-click on the drunk. The Fixer will go over and knock the drunk out. Now right-click on the bum so that your Fixer picks him up. You need to have him carry the Waster back to your HQ, where your guys will do their best to persuade him to start using your wonderful facilities and places of business. Now even more money will start coming in.



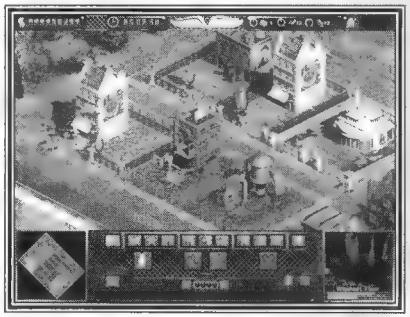
Typhoid Tony's Tips:

Wasters will pay money to you only as clients in upgraded businesses. They will pay most if the building is paying rent and only a token amount if it's being used for breeding children.

Hostile Takeovers

Keep in mind that the Barbino's, or any rival gang for that matter, can do the same to your businesses as you did to them—take it over. That's why you need to keep close tabs on the upper right portion of your screen. A red flashing box lets you know that an enemy Fixer is trying to convert one of your properties (you'll also probably get a notice from one of your Tenants telling you to look at what's happening to his fence). In situations like these, time is of the essence, so you need to quickly get a Gangster over there to at least chase him off (if you can't kill him).

But you're still probably left with a halfway converted business. The problem is that it'll stay that way, and if the enemy comes back, he's got that much less he has to do to convert your business. Sending a Fixer to patrol the area, or even the business, won't fix the problem. You have to manually repair the damage by clicking on the building and hitting the Manual Repair button. It'll cost a bit of money, but it's generally worth it.



Eighth Mission

Okay! We got to start knocking off some of the other gang now. But we got to do it real quiet. If you build a Cemetery and dump the bodies in there, no one will notice. Three of their people should be enough for now. To make sure they understand who's boss, mark the Cemetery as being our land by positioning flaming barrels to cover the entire site.

Sure you've taken out a few of the other rival gang members, but the cops are starting to get a little suspicious, so now you're going to have to take the bodies whenever you knock someone off and bury them in your own little Cemetery. Of course, this means you're going to have to actually build one. You'll also want to make sure everyone knows exactly whose Cemetery it is.

Building The Cemetery

Constructing a Cemetery, while not much different than constructing any other building, has a few qualities that make it unique from the others. The first is that you can bury only as many bodies there as there is room, so there's a definite difference here on how big you make it to how useful it is. In this particular campaign, however, there's no reason to build it too big. Simply make it typical size (typical compared to other building lot sizes) and place it next to the Hospital. Now you're ready to start filling it.

Paying Taxes

At some point during this mission (if it hasn't happened already), you'll get a notice saying that you owe a sizable amount of taxes. Now if you remember, the downfall of Al Capone wasn't that he killed a hundred people, ran perhaps the largest prostitution ring in his city, or that he was one of the most famous Gangsters of his day, but it was for tax evasion. So you're going to want to make this a priority, not only to keep out of trouble, but because the interest they charge is outrageous, almost as bad as Louie the Loanshark's. If at all possible, pay it immediately.

Knocking 'Em Off

Now you're ready to start seriously taking out rival Gangsters. You just want to let 'em know who's boss, not take over their entire empire, so target their weak Workers. Take your Gangsters, three of your spare Workers and maybe a Fixer if you can spare him, and take out three Workers. Let your Workers watch things from the sidelines. While they can fight if they have to, they're generally too weak for this kind of work. Once they're dead, call over your spare Workers ASAP to get over there and pick up the bodies. Then take all the bodies and drop them off at your new Cemetery. Don't worry if nothing happens right away, it takes awhile to 'plant' the bodies.

Hitman Harry's Hints:

To delay the arrival of Police Interest, pick up and hold a dead body until you've finished what you're doing.

Marking Your Territory

It's key to completing the objectives for this mission that you make sure your Cemetery is well marked with flaming barrels staining the ground. If you haven't received a new barrel recently and the Mission screen still highlights the fact of marking the Cemetery, find two barrels of yours somewhere throughout the area and mark the Cemetery well.

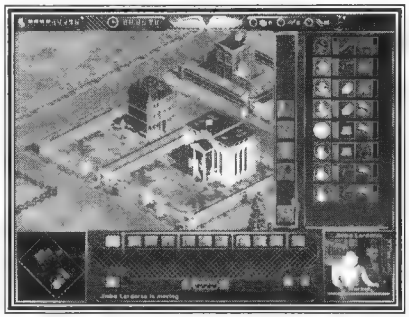
Ninth Mission

"Right, we're getting a lot of hassle from City Hall so we need to cool things for a while. Collect a couple of Police Beacons and place them on the sidewalks so that we start getting some police patrols around our Estates. Make sure all of your businesses are paying at least 10 percent of their income to the Police 'benevolent fund' and deliver a bribe of $10,000 to the other gang to keep them quiet for a while. Just concentrate on building some Level 2 houses and the problem will go away."

It's time to lay low for awhile and just concentrate on staying out of too much trouble. It'd be nice if we could get the police to think nothing too seedy was going on, so you need to dispatch two of your Workers to get police beacons, then bribe the Barbino family. This doesn't mean they won't still try to take over one of our businesses, but it should keep them relatively happy.

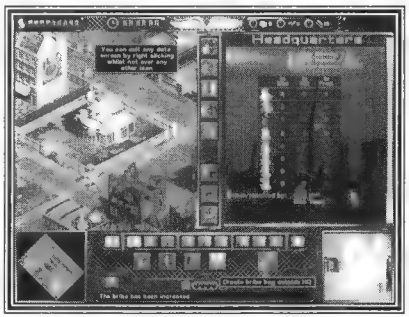
Police Beacons

Police Beacons can be placed in areas where we want police protection. As the manual explains, beacons can be placed on the pavement to have him circle the block, on a property to have him protect it, or pretty much anywhere else you want a police presence.



Highlight one of your slacking Workers, then go over to the Police Station and have him pick up one of the two beacons waiting outside. Do the same with a second Worker. Now simply have them place the beacons anywhere on your territory. At this point of the game, it's really not too much of an issue, but later on, when thugs start trying to harass or extort your Tenants, you'll definitely want the police around to arrest them.

Bribes



The next thing you have to do is create a bribe to give to your rivals. To do this, go to your HQ and bring up the Headquarters menu. You'll notice toward the bottom a whole new series of icons, including one that says Create Bribe Bag Outside of HQ. This is what you're going to do. Each time you hit the icon, it makes a bribe of $2,000. By clicking on it five times, you'll see that you can make a bribe of $10,000. Now send one of your Workers over to pick it up and deliver it to the Barbino HQ. Two objectives down, one more to go.

You also need to make sure that all of your businesses are paying at least 10 percent to the police. You can find out for sure by clicking on the business and looking at the little meter that tells you how much they're paying out. It's probably around 20 percent, but if it's not at least 10 percent, move it up.

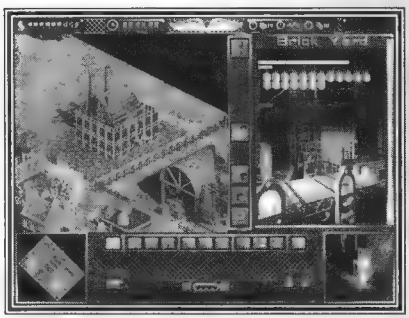
Level 2 Housing

You already have some experience upgrading your properties, but now you're going to be building the next level of housing and businesses. You now have available to you a Peep Show and a local Quack. Setting up these structures is no different than any of the other buildings you've done, except for one thing: they need bricks as well as cement. First, you must build a Brick Factory (which has also become available to you now). If you don't have any free property to put one on, buy some more.

Hitman Harry's Hints:

A second option to buying property and building on it, is to take over a rival gang's small, out of the way property, then sell it to City Hall. You'll get a bit of cash, plus the property when City Hall eventually tears it down. The downside is that it takes a while.

Build your Brick Factory and get the Workers to start cranking out brick. When you've got about 10 units, you can start working on setting up your Peep Show and local Quack.



Making Money

At this point, if not sooner, you may have noticed a bit of money troubles. It's very important that you maintain a positive cash flow. If your account stays overdrawn, you can go bankrupt and end up getting rubbed out for wasting all that money. There are several things you can do to increase your cash flow. One is to make sure that you've got all the Wasters (drunks) in the area using your businesses. If they aren't, get a Fixer to take a few down to HQ and convince them to mend their ways. Also, you want to make sure that the businesses they visit are paying rent, not breeding Workers or Tenants. That's because Wasters won't spend nearly as much money on your business if you are breeding.

Now's a good time to see how you are with the Worker situation. During the first campaign, you really don't need more than three or four Workers. Be sure that you have two Gangsters and enough Fixers to patrol all blocks of your territory. If this isn't the case make sure that it is. Now instead of breeding Workers you can have that particular business paying rent instead.

Handling Police Interest

Depending on how much commotion has been going on at a particular business, and what kind of Tenant you have, the police may begin to show interest in perhaps raiding it (you can tell when a circled-star is above the business). You need to address this before the star turns red—at that point, a police raid is imminent. They'll close the business, and you won't be able to get back in for a year. Go to the problem business and boost the amount that the Tenant is paying in a bribe. This can cut into your bottom line, but if you carefully monitor the situation, you can constantly adjust how much of a bribe is being paid. The important thing is that you get the police off your case.

Tenth Mission

I think you managed to fool them. Now it's time to start wreaking havoc on the opposition. First, build a couple of Pool Halls and use the Thugs inside them to take out some of their Businesses and their Tenants. One problem, before YOU can build a Pool Hall, you'll need to take-over one that the enemy has built. Anyone objects, then kill em. This is where it starts getting fun!

Now it's time to fully flex your mobster muscle. You're going to take over businesses, raid and destroy the competition, and kidnap one of their Tenants. Oh, and you get to kill anyone who gets in the way. It just doesn't get any better than this.

Taking Over The Pool Hall

This is going to be your toughest task yet as you're probably not going to be able to carry it out in one shot; you're probably going to have to attack, retreat, and then attack again later. If you don't have at least two Gangsters, make them now, and make sure you have at least three Fixers, as well. Send them all over to the Pool Hall and get your Fixers to work immediately on the fence, while the Gangsters attack whoever is trying to slow them down. It's very important that you keep an eye on two things: everyone's health and the Police, with health being most important. It's possible that your men could get killed and Gangsters are tough to replace (taking as many as four Workers for one Gangster). As soon as you see someone's health dropping dangerously low, immediately send him to the Hospital. If it's a Fixer, let everyone keep doing their work. If it's a Gangster, it's best to let everyone retreat unless it looks like the job's almost done.

By this time the police have probably shown up, and if you want to avoid going to jail, it's best to just get away. The police will set up their own little beacon on the property and they'll stick around until they feel everything is secure. In the meantime, this will give you an opportunity to get everyone's health back up to par, have the Fixers do their auto-repair patrols, and perhaps make a new Fixer. When the police have left, do it all over again, but this time you shouldn't have as much work to do. Once the fence is finished, the Pool Hall is yours.

Take Out A Business

Instead of taking over a business, you're going to be torching the Barbino's property to the ground, and you're going to use your new Pool Hall thugs to do it. Click on the Pool Hall and you'll see that there are two tasks the Thugs can carry out: kidnapping and torching. First you should tackle the torching. Select torching, pick a relatively low key establishment with little activity, and then tell the Thugs to go there by right-clicking on it. They'll march on over and start bombing the place until it's just a pile of ash.

Whistlin' Willie's Warnings:

Be sure that you get your Thugs out of there before the whole business blows, otherwise it'll kill all your Thugs and you'll have to wait a year to get replacements.

Kidnapping A Tenant

This works exactly like taking out a business. Merely click on the Pool Hall and have your Thugs kidnap a Tenant. Again, try to select something that seems to not have a lot of activity going on. They'll march on over, grab the Tenant, and bring him back. If you're lucky, you won't even be attacked. Just be careful the police don't see you.

Building Another Pool Hall

Now that you've taken over a Pool Hall, you'll notice that you can build one now under the Buy Building menu. If you can, put it next to your other Pool Hall. At this point it doesn't matter too much, since once you've completed this goal, your stint in Hick Town is over and you're ready for Cripple's Bend.

OK Junior, you seem to have got the hang of being a trainee Mob boss quite well.

Now it's time you tried to take over a real city.

CHAPTER 6

Cripple's Bend

We got a problem out in the sticks that we want you to fix for us. Joey the Runt (Green Team) and Limp Lenny (Blue Team) have joined forces in order to take over a town called Cripple's Bend. Our stool pigeon tells us that Lenny has a funeral home which is full of gold bullion extorted from the local prospectors. We want you to raise an army and get that gold for us.

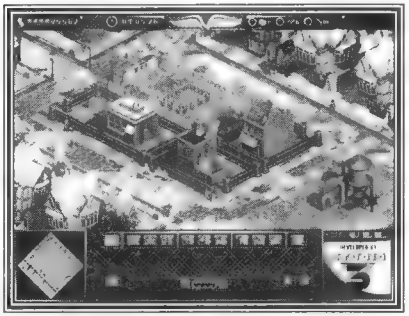
Now you're ready for bigger and better things. Sure it might be called "The Sticks," but don't worry—at least Cripple's Bend ain't no Hick Town. You're going to have to take what we's taught yous and use it in the following missions. It's true that the hand-holding is over in one sense, but in case you have any troubles, this guide is here to help you every step of the way. Still, it's not going to be as detailed as Chapter 5. We's figure by this time if you were able to get through Hick Town, you better know the basics of setting up a mini-Mob Empire.

First Mission

Make us look legitimate, build a small parade of businesses as a cover for our organization. Build a Quack's Office, a Peep Show, a Soup Kitchen, and a Drinking Den. Get them breeding Workers. Do not attack the enemy until we tell you.

Like the Don said, the first thing you need to do is build a Quack's Office, a Peep Show, a Soup Kitchen, and a Drinking Den. Have them all breed Workers as quickly as possible. Time's a-wastin' and you're going to need all the men you can get for later missions.

The first thing you need to do is buy some more property to put your businesses on. The lot beside you is nice and big and will easily fit all of the businesses you want—and then some. Purchase the land and then get to work building all the businesses, starting with the Soup Kitchen and Drinking Den first. Stock them with Tenants and set them to breeding Workers.



Maximizing Your Space

Because the lot is bigger than the ones you used in Hick Town, now is the time to get familiar with the Rotate Property button on the Buy Property screen. This is the button with two arrows on top of each other. This tool allows you to rotate the location of the structure's entrance. This is key if you want to make your property fit in a certain section of the block. When you select a property and click on the arrow, you can see a representation of the building in the lower right-hand side, as well as a floor plan that rotates with another arrow pointing in the direction where the entrance will be. By doing this, you can make your property as big or as small (or as small as the property gets) as you want.

Typhoid Tony's Tips:

To better understand the above concept, go ahead and play around with it. Drag the property over to where you want it, and then click on the double arrow to watch how the shape of the property can change, depending on where you put the entrance.

You can easily fit all four buildings on the property you just purchased—even five if you squeeze them. If you go with only four structures (at this point, there's no reason to go with more), position them so you are maximizing the space. City Hall won't let you buy more property if you're wasting a significant amount of land that you already have. At some point, you may have to manufacture more concrete. Just send a couple of your guys over to your Concrete Factory, make a few units, and then get back to work finishing your buildings.

Breeding Workers

After you've finished each structure, you need to fill it with a Tenant, which there are plenty of. Don't go with just one type, though, like the bald guy. Despite how desirable he may be as a tenant, you should mix things up by using the bearded guy, as well. As soon as you have all of your Tenants breeding Workers, your mission is complete and you're ready to move on.

Second Mission

Now we want to cause a few accidents for Joey the Runt (Red Team) without getting caught. Build four Soup Kitchens as near as possible to his business interests, don't put Tenants inside, and maybe infest them with a few bodies. After they burn down and explode, you get $2,000 for each of Joey's Buildings that are damaged by the blasts.

Earlier the object was to keep your buildings from catching fire and eventually blowing up. Now you want to do exactly the opposite, and you're going to get rewarded for maximum damage. However, the original buildings you erected are to stay in tip top shape—you need those Workers!

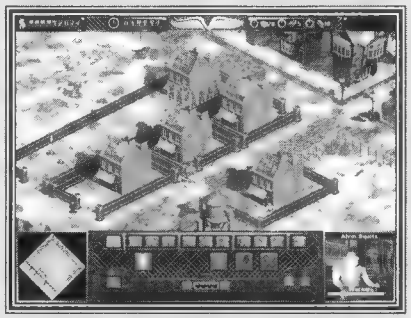
Blowing Things Up

By now you should have plenty of Workers, so you should go about making a Fixer out of them. Once that's done, set your Fixer to patrol the block where you put your four buildings from the previous mission. If you have the extra men, try to make one a Gangster, as well.

Now you need to start making Soup Kitchens as close to Joey's turf as possible, which will be in the lower portion of the map. The Headquarters are made of staunch stuff, so it's pointless to start constructing right beside it. Instead, buy the next block over, opposite of some of his other businesses. Put three Soup Kitchens right next to each other along the entire block facing Joey's, and then construct a fourth one right behind them. But whatever you do, don't put Tenants in them. You want them to get infested with roaches, catch fire, and blow up.

Typhoid Tony's Tips:

By now you've probably got another territory marker. Have one of your Workers move it inside your Cement Factory grounds where it'll cover the maximum area.

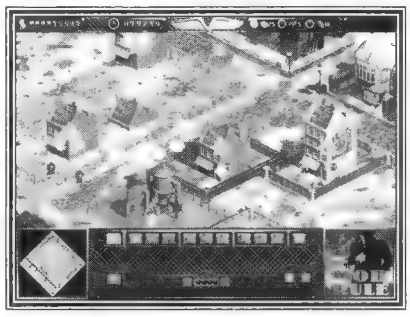


You may end up waiting an awful long time for them to start deteriorating, so to help things along you should dump a body in there. If your buildings have been cranking out Workers, make another Fixer. If you don't have enough Workers for another Fixer, simply utilize the one you have, together with the Gangster, to kill whatever enemy is foolish enough to walk past your non-sacrificial block.

Don't go out of your way and into enemy territory to get your sacrificial body, there are plenty who'll come to you. If you're smart, you'll attack enemy Workers—they're pretty weak. Avoid the Gangsters and Fixers. Most Workers will probably scurry back to their own territory or hot foot it to the Subway terminal. But if you can corner them, they should go down pretty easy.

Once you've got your body, get one of your Workers to pick him up and dump him inside one of the vacant buildings, then high tail it out of there. Soon you'll discover the biggest dang roaches you've ever seen start to infest the buildings. If you don't have all your Workers in the clear, get them out now. Send them back to the Headquarters or sit around your Peep Show—just don't let them get near the vacant buildings when they blow.

Eventually, the buildings will catch fire and blow sky high, damaging—and maybe even destroying—a few of Joey's buildings. Sit back, collect your reward, then move on to the next mission.



Third Mission

Hee hee. Nice one. Now let's start leaning on Lenny (Blue Team). Send some of your Workers on a suicide mission 'round to his Funeral Parlor. Make sure you don't damage his place, but we need to get Lenny raided by the cops so they cart him off to prison. Also start making at least one Gangster to protect us from retaliation.

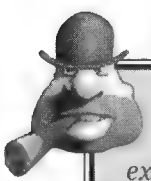
It's a shame about those buildings—all that work for nothing. But accidents will happen…

With Joey's expansion set back a bit, it's time to turn your attention to ol' Limp Lenny, and unfortunately, you're going to have to sacrifice some of your Workers to do it. But if you play your cards right, you won't have to lose more than four; and if you've been cranking out Workers like you're supposed to, it shouldn't be too big of a deal.

Suicide Mission

The key to success in this mission is to make sure everyone is in the right place at the right time. It's vital that the cops begin showing a strong interest (as well as presence) at Lenny's Funeral Parlor. Where your men die is extremely important to the success of the mission.

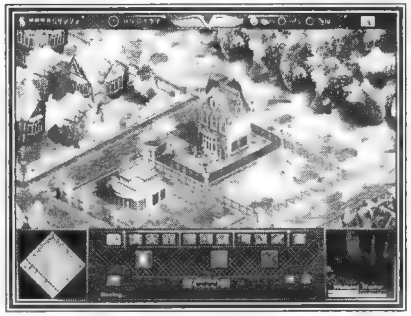
Send over three of your least experienced Workers (the most expendable) to the Funeral Parlor and have them start attacking someone on the property. It's very important that you make sure that they stay on that property, even if the guy you originally send them to attack leaves; just make them attack someone else. Considering that your men are fighting Gangsters and Fixers, it's a pretty lopsided battle and they should all be dead quickly.



Needlenose Ned's Notes:

Your Workers' speed of building/restocking is increased as their experience increases. This experience rises from performing building work; hence, older workers are faster workers.

After the third Worker goes heavenward, a Police patrol will be set up on site. At this point you need to send one more Worker over to the Funeral Parlor, but don't have him attack anybody; just keep him as close to the cop as possible. You want the cop to see what they're doing to your Worker. If your Worker starts attacking a mobster (or worse, the cop), he could end up going to prison instead of the hereafter, and that's exactly what we don't want to happen.

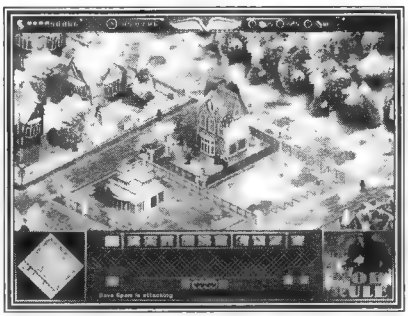


Controlling Your Worker

Depending on what you're having your Worker do, he reacts differently. When he's assigned to attack someone, he'll continue attacking that person until he's either dead or told to do something else. When you're merely telling him to go somewhere, he'll head in that direction until attacked, and then he'll retreat (as most normal people would). That's why it's very important that you continue to have the Worker head to the Funeral Parlor. It may take a lot of clicking on the spot where you want him to keep hanging around. You also need to be very careful that you don't have him start attacking someone instead of merely going somewhere, which can be tough when there are several bodies in one area.

Arresting Lenny

Soon, your fourth Worker will meet his maker, and if everything goes according to plan, it'll raise Police Interest even more (you'll be able to tell by the circled star above the Funeral Parlor). You know when it's about to be raided when it becomes a flashing red star. At that point, simply relax and watch as the cops haul Lenny off to jail.



If, however, they seem to lose interest in the parlor, don't go about sacrificing more Workers, simply restart the level.

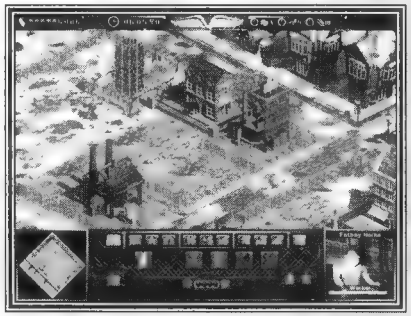
Fourth Mission

> **Good, that should keep Lenny out of the way for long enough. Make sure you have three gangsters and get them to clear the way for our guys to capture Joey's assets (Red Team). We need to take over four of his existing businesses. Remember to dispose of the bodies, we don't want to involve the Cops.**

At this point, things begin to get a bit tricky as this is where you begin to expand your Cripple's Bend Empire. You need to worry about setting up some serious construction like a Cemetery (which is going to need bricks from a Brick Factory). You must also muster enough manpower to overtake, not one or two, but four of Joey's businesses.

Expanding Your Empire

You're going to wait a long time for your housing to produce enough Workers to make three Gangsters, and as tough as those Gangsters are going to be, they'll definitely be in need of a Hospital, plus you need a place to put the bodies. So go back down to the lot where you'd placed your ill-fated Soup Kitchens and begin by building a Gadget Factory (yes, a Gadget Factory). Once you've done that, you'll be able to build a Cemetery and a Hospital, which you'll want to do on the same block. About halfway through the Cemetery, you'll probably need to get some more brick, so build a Brick Factory nearby and get to cranking out brick, then finish the Cemetery.

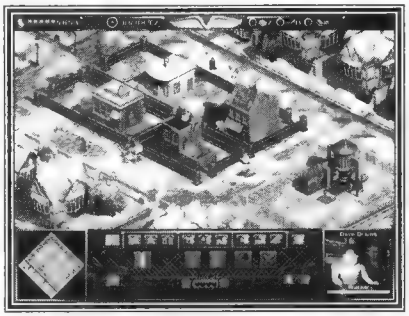


The biggest problem with having a Gadget Factory is that almost as soon as you build one, your Tenants will start complaining about how sick and tired they are of having to walk anywhere, so you're going to have to put a Subway Site on their block (only one per block though).

Also, instead of letting your Fixers just stand around, be sure to have one on every block where you have property. You will eventually need them (three, ideally), but as long as they're constantly monitoring and maintaining their block, you'll be able to afford to pull them away to convert businesses.

Using Police Protection

You may have noticed that there are two green beacons at the police station. Those would be for you. Instead of keeping the cops away, we actually want to use them to our advantage. Oftentimes rival Gangsters and Fixers will chase your Tenants down and kill them. Unless you've been breeding Tenants, you'll have no one to replace them. Your building will go unrented, then it'll get infested, catch fire, blow up, and take out your whole city block with it. What you need to do is send two of your Workers to get those beacons, and place them on each side of the block—one on the side facing the Blue Team and the other facing the side of the Red Team. That way, the next time a Gangster starts attacking one of your Tenants, the police will have him hauled to jail.



Breeding Tenants

The biggest problem with taking over businesses is that once you do, you need to find new Tenants, and unless you've been breeding them, you won't have any. So now is a good time to carefully balance out breeding new Workers and new Tenants. Ideally, depending on how many Workers you have, you'll have enough to make a grand total of three Gangsters, meeting one of your mission objectives. Go from building to building, breeding Tenants in the ones that'll crank them out the quickest. You're going to need them.

Taking Over Businesses

Once you have at least two Gangsters and a couple of Fixers, you're ready to start taking over a few businesses. You want to look for Red businesses that don't have a lot of activity going on—perhaps one or no Workers, and the occasional Fixer. Send both your Gangsters over there, along with a couple of Fixers, to begin converting the business. If anyone starts giving them problems, take the nosey no-goods out with your Gangsters.

Needlenose Ned's Notes:

When you think there's going to be a body count, it's always a good idea to have a few of your Workers come to watch the proceedings from a safe distance; that way as soon as an enemy goes down, they can quickly grab the body and take it to the Cemetery.

Extremely Important

It is very, very important that you don't have your Gangsters follow any enemy mobsters. Either have them kill or chase away those who try and stop your Fixers. If your Gangsters end up following the fleeing enemy into enemy territory like the Headquarters, they could get arrested, or worse, you might attract a permanent police presence which will put a dampener on any further expansion. This point cannot be mentioned strongly enough. Keep your Gangsters with your Fixers, don't let them chase someone down at this point in the mission. And whatever you do, don't go chasing down someone into their Headquarters. If you leave a dead body there, the police will come and may not leave, ruining your chances of completing the next mission.

Now it's merely a matter of converting four businesses. Aim for businesses such as Soup Kitchens, Peep Shows, and the like. Businesses that are relatively easy to take over are things like Cement Factories, so if you see one, grab it. Just stay away from things with a lot of activity.

Once you've taken over a business, it's also important that you send your Fixers back to their rounds in repairing your businesses. Also be sure to send your Gangsters over to the Hospital to recuperate. Once your Fixers have done their rounds, they should also head over to the Hospital. Once they're better, send them back on their routes until you're ready to take over another business.

Making Money

At some point, you're going to need to start making money with your businesses. Once you've gotten all the Gangsters you need, it's a good idea to turn many of those Worker-breeding businesses into money-making enterprises. Just be sure that you have at least two businesses making Tenants to replace ones that are constantly dying, as well as for your newly acquired businesses. If funds allow, do all the other things that boost business revenue, such as upgrading. Once you've upgraded, get some Wasters to patronize them.

Fifth Mission

That was tough, but now we must finish off Joey the Runt (Red Team). Get your toughest guys to take out his HQ and any other of his interests still standing. Watch out for Joey's secret weapon (the Pool Hall) and make sure you capture it before you kill him off!

Naturally enough, being the final mission of Cripple's Bend, it's the toughest—especially if you've managed to screw things up at all on the way here. You're going to need to carefully manage your Fixers, making sure they stay healthy and on their rounds whenever you can.

Taking Over The Pool Hall

You've done it once before, you can do it again. The key is to send Fixers over there and have them go to work while the Gangsters stand guard.

Rotten Wally's Warning:

Keep a close eye on your mobsters' health. If any of them starts getting too low, send them to a Hospital immediately. Sometimes they'll get wrapped up in fighting back, so you may have to repeatedly try to send them. You can't afford to lose any.

In all likelihood, you won't be able to take over the Pool Hall in one shot. Convert as much of it as you can, then go get healthy. Send the Fixers on their rounds briefly and, when everything's as it should be, attack it again. If there's a cop stationed there temporarily, it goes without saying to wait until he leaves before you start doing any funny business.

Once you have the Pool Hall in your possession, there's no need to send out the Thugs to do any kind of thuggery. They'll probably get caught by the police anyway.

Taking Out The Rest

After everyone's healed and the Fixers have gone on their auto-repair rounds, it's time to send your Gangsters out to start taking out the rest of Joey's buildings. You need to destroy everything red, except the Headquarters, which you'll save for last.

Upgrading Your Gangsters

If your Gangsters have been killing people, they may have earned enough experience to upgrade their weapons from knives to guns. Go to each individual Gangster and click on the Weapon button at the bottom of the screen. If a gun is accessible, it will be completely filled in. Guns are expensive, so be selective in upgrading your Gangster, but if you can do it, then do it—it makes them far more effective.

When you send your Gangsters to attack, they'll start shooting at the building (or stabbing it if they have knives only) until it catches fire. At a certain point, the Gangsters will know when it's time to retreat and will do so right before it blows up. Make sure their health is high and send them on to the next building until the Red ones are destroyed. Don't waste your time with the Blue ones.

Dealing With Emergencies

At some point, any number of emergencies may appear. Dealing with them is more hassle than hindrance, though.

Bombs

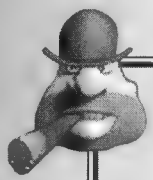
Strangely, you'll sometimes find a bomb planted in one of your property's gardens. Dealing with it means certain death, so you might as well have it mean as little certain death for you and as much for your enemy. Send over one of your Workers to pick it up and take it somewhere where there's a lot of enemy activity (not the HQ) and drop it near them. Your Worker will die, but hopefully so will some of the enemy.

Sewer Pipes

Sometimes a property's sewer pipes will burst, throwing raw sewage everywhere. The only way to fix it is to send some Fixers and Workers over there to get it taken care of, and it'll take awhile.

Attacking The Enemy HQ

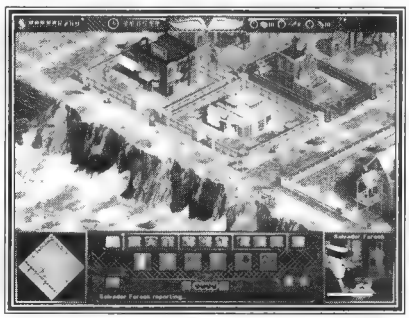
Obviously, this is something that's going to have plenty of activity and, therefore, lots of bodies—perhaps even some police activity. If there's already a policeman stationed there, you won't be able to take out the HQ or complete this mission.



Needlenose Ned's Notes:

Only Gangsters can take out an enemy's Headquarters.

You'll want to have all of your Workers nearby to immediately dispose of the bodies. Send all of your Gangsters to attack the building. You need to keep the police from coming over, so as soon as a body falls, have a Worker pick it up and take it to the Cemetery. If you run out of Workers, the HQ should already be well on its way to destruction, which means you can start using Gangsters (or even Fixers if there are any nearby) to carry dead bodies. The key is not to start attacking people, but to have your Gangsters spend their precious time attacking the HQ. Before you know it, it'll catch fire and blow up, completing your stay at Cripple's Bend.



Congratulations, you destroyed Joey the Runt's organization. Joey was found in a ditch outside town wearing a baseball bat. We think Lenny got to him before we could—too bad. However, it has scared Lenny out of town. He has left with his boys in an airship, but we will find him.

CHAPTER 7

RANGOON RUMPUS

We've found Limp Lenny! Him and his boys have resurfaced in Rangoon, Burma. We think he has swapped his gold for a Ruby known as the Red Eye of Mandalay. Fly out with some of your guys and ask him to hand it over.

First Mission

Limp Lenny is scared, but we ain't strong enough to kill him yet. Lenny has opened an American restaurant as cover for his operation. We want you to do the same. Also try to kidnap Lenny alive, if he's got the Ruby on him you can leave right away—this could be tricky.

Actually it's not as tricky as you might think. Instead of concentrating on a city-wide mob empire, your efforts are going to be a lot more localized. But you do need to concentrate on breeding Workers and subsequently Gangsters or you'll never progress to the second mission.

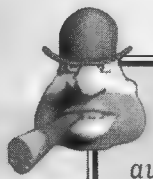
Getting Tenants

You start out the mission at Rangoon with a few workers, one Fixer, a Soup Kitchen, and a Drinking Den. Being that your first objective is to build a restaurant like Limp Lenny's, it's far easier and more cost effective to build up the Soup Kitchen you already have. But first you need to find some Tenants.

As soon as the mission starts, click on the buildings and rent 'em out to the bald-headed Tenant. He doesn't make as much money as the bearded one, but he breeds faster, and at this point you want to create as many Workers as possible. Make sure both your businesses are breeding Workers.

Watching Out For The Enemy

Your property is close to Limp Lenny's (the Blue Team), so you're going to have to worry about businesses being taken over by Gangsters or simply torched. Considering the fact that he's got Gangsters and you don't, you're going to have to turn to the police for protection. Have one of your Workers pick up a police beacon and place it right in front of your Drinking Den's street entrance; this will discourage any of Lenny's henchmen from trying to torch it or kill the Tenant. You're going to need to move the second police beacon as well, but don't worry about that just yet.



Needlenose Ned's Notes:

As with every mission, be sure to send your Fixer on his appointed auto-repair rounds.

Upgrading Your Soup Kitchen

To upgrade your Soup Kitchen to a Restaurant, you need to first upgrade it to a Diner, which needs an oven, which can only be built in a Gadget Factory. What this all means is that you need to buy more property. Go to the Buy Property screen and select the small block to the lower-right of your HQ (Sea Weed Lane). Purchase it.

Next you need to put up a Gadget Factory, so for convenience's sake, set one up as close to your first block as possible. Once that's done, put a Cement Factory next to it. As soon as your Workers start to build the Cement Factory, get another Worker to grab the second police beacon and place it on the Cement Factory grounds, as this is the property the enemy Gangsters will target first.

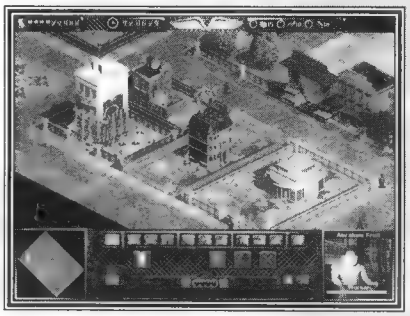
Send your Workers to the Gadget Factory to make and deliver an Oven to your Soup Kitchen. Once that's done, upgrade the Soup Kitchen to a Diner. You might have to make more Cement, so if that's the case, send your Workers to the Cement Factory, make a few units, then get back to upgrading.

To go from a Diner to a Restaurant, you need to add a Light. In the Gadget Factory screen you'll find it when you press the two button for the second type of Gadgets you can make. Have your Workers make and deliver it.

Needlenose Ned's Notes:

Like the Still, the light needs to go on the outside of the Diner.

Once you've delivered the Light, upgrade the building to a Restaurant. One objective down, one more to go.



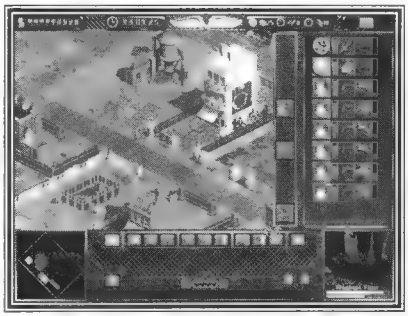
Kidnapping Limp Lenny

Your Mobsters are killers, not kidnappers, so to get Limp Lenny, you have to turn to the Undesirables. Build a Pool Hall next to the Cement Factory, and have it take up the rest of one side of the block. There's not a whole lot else you're going to be able to build on the remaining property, so you might as well make the most of it.

Once the Pool Hall is built, don't go rushing over to Lenny's restaurant to grab him. A quick look at what's going on will reveal a whole heck of a lot of Gangsters guarding the place, and you have none, or maybe only one. You're going to need at least two Gangsters if you want a successful kidnapping. This means you'll either have to make two Gangsters with your spare Workers, or, if you don't have enough, you need to wait until you do. Don't worry, you're going to need them for the rest of the campaign anyway.

Once you've got your two Gangsters, send them and the Fixer near the Restaurant, but don't attack anybody. Get the Thugs from your Pool Hall ready to kidnap by selecting the kidnapping option. Now would be a good time to save your game, in case things don't go according to plan.

Wait until you see Lenny go into the Restaurant, and wait until there's as few Mobsters guarding the place as possible—then send your Thugs out. You can try to create a distraction by having your Gangsters and your Fixer try to take over the Factory next to the Restaurant. This should bring over a few Gangsters so the Thugs can get to Lenny unopposed. Once your Thugs arrive, you're going to have to send your Gangsters to help, so be sure that they attack whoever is trying to take down the Thug carrying Lenny. If all goes well, they should be in and out with no problems. If not, then you'll have to gather your troops and try again later. They should be weaker the second time around, as they have no Hospital, so it should be easier. (Better yet, you could simply reload your saved game.)



Building a Hospital

If your troops are hurting and wouldn't survive another firefight, you're going to have to build a Hospital. The problem is that you're strapped for cash. If you need to take a loan out to buy the adjacent property (next to Sea Weed Lane) to build a Hospital, then go for it. After all, it's better to be paying high interest than to have dead Gangsters. Refresh everybody and then send them out again.

Monitoring Health

It's important for you to monitor the health of your Mobsters during the kidnapping, especially if things don't go well. As soon as their health starts to get dangerously low, pull them out, unless it's almost over. You won't have many chances to create more Workers, so it's important to get possessive over the ones you do have now.

Second Mission

Limp Lenny has escaped, but my nephew Carlos has the Ruby in his safekeeping. However, Lenny will try to kill Carlos before he can leave Rangoon, so I'm sending Carlos to you for protection. Keep him alive in one of your Brothels for a while.

All that work for nothing—at least you were able to get a few Workers (and Gangsters) out of the deal. Now comes what may be the easiest assignment yet—build a Brothel to house the Don's cousin, Carlos. You get a whole two years to do it in. Again, though, you want to keep your empire expansion to a minimum. If you get too caught up in making Mobsters and money, you'll forget about Carlos and end up at the bottom of the lake.

Building A Brothel

Brothels come from upgraded Peep Shows, so the first thing you want to do is build a Peep Show. There's no room on any of your existing property, so you have to buy a new plot of land and put the Peep Show there. Put a Tenant in it right away and get him making money instead of Workers. At this point, you should have all the Workers and Tenants you need.

Solving the Money Crunch

Right now, you're going to be crunched for funds, as you were more concerned with making manpower than money. There are three ways to come up with cash. You can convert your Restaurant and Drinking Den into money making establishments (as well as the Brothel). The big disadvantage to this is that getting cash takes quite awhile. Second, you can take out a loan from the bank in increments of $5,000, up to $50,000. The disadvantage here is that you're charged $50 a month in interest for each $5,000. It's possible to be making $500 in rent, but paying out $500 in interest, and considering your other expenses, this isn't a good thing. If you must borrow money, try to keep it as little as you can get away with, that is, as little as you need to buy your property and solve your building problems.

The final option is to simply sell some of your property to City Hall. You get the cash instantly, get to keep the Tenant in your HQ and, you don't get charged interest. The biggest disadvantage is that you lose that potential source of monthly income.

The problem you're facing right now is that you're on a time limit and can't afford to wait three years to buy and upgrade to a Brothel, so your best course of action is to borrow money from the bank. If times are really desperate you can sell your Restaurant (you don't need it anymore, and it'll sell for a nice chunk of dough), as long as you build a Soup Kitchen in its place. In a later mission you'll need to have built one of every business to get access to more businesses, so it's important you hang on to your Soup Kitchen and Drinking Den. This should be enough to build a Peep Show and hopefully the Brick Factory you're going to need if you want to upgrade it. The most important thing is to solve your Brothel problems.

Typhoid Tony's Tips:

You need to keep your borrowing to a minimum. You might end up burying yourself in a debt you'll never be able to recover from. Just concentrate on meeting the mission's objectives, not in building more and more businesses.

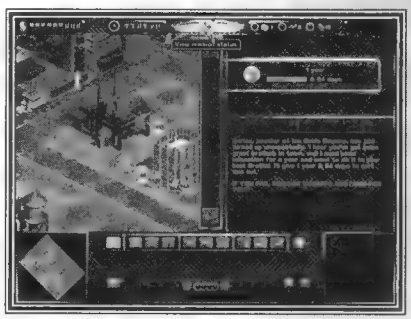
Upgrading to a Brothel

To upgrade your Peep Show to a Brothel you need to get two beds in it. Send your Workers over to the Gadget Factory and have them make and install two beds. Now you're ready to upgrade.

Once you've got a full-fledged brothel, go over to your Headquarters and look for a purple flag. This shows that Cousin Carlos waits inside. Click it (to get his attention) and then right-click the Brothel. You'll watch him mosey on over, where he'll take up residence. If you click his icon at the top center of the screen, you'll see how long before he leaves and the mission is over.

In The Meantime

There's a couple of things you can do while you wait for Carlos' visit to end. First and foremost, you want to try to avoid losing any more money than you have to. Don't start building up your empire, because you're just going to spend more money than you should. While it's okay to upgrade your Drinking Den, don't go overboard and start building more Soup Kitchens in hope of boosting your bottom line. You'll be paying out too much in interest to make it worth it at this point. To speed things along, you can increase the game's pace so you don't have to wait quite so long. (Don't forget to change it back after Carlos leaves!)



Well you've done me proud, I feel really good after all that relaxation. I'll make sure the rest of the Family get to hear about the high quality services you have.

Third Mission

Carlos tells us that you are a cool customer. We have decided to send you some help from Chicago–two tommy gun boys. They will arrive as soon as you build a Hotel with adequate security and communication. Make sure Lenny has no competing businesses.

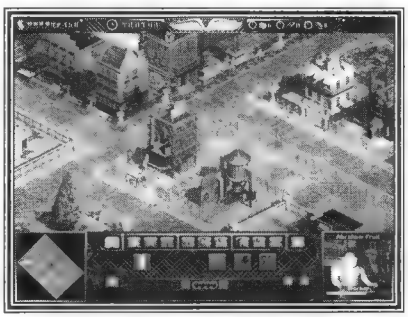
Now the real fun begins. Before you've been stuck with either knife-wielding or maybe—if you were lucky—gun-toting Gangsters. Now you're going to get a couple of Tommy Gun Gangsters, which will help you in just about every way. You need to set up a real swank hotel with plenty of security, and your biggest problem for this mission is money—as in a severe lack of it. However, if you can survive, and get through this mission, it's all downhill from here.

New Buildings

If you have a Soup Kitchen, Drinking Den, Peep Show, and Quack's Office (or some upgraded version of them), you'll notice that when you go to the Buy Building screen a second set of buildings has been added, or at least one new building of a second set (the Flop House) is available. This is the building that's going to be turned into your swank hotel.

To start building a Flop House, you need to sell your Drinking Den, but hang on to your Hotel and Brothel if you can. It's okay to borrow some more from the bank. During the next mission you should be able to pay it all off.

Set up your Flop house and do the things necessary to improve it to a Hotel from the Gadget Factory. You'll note that the Don said you need to put in lots of security. Once you've installed a telephone, go ahead and install a Steel Door, Safe, and Burglar Alarm. Once that's done, your new recruits will be ready and waiting for you at the HQ.



Fourth Mission

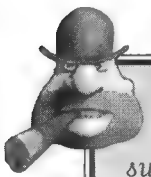
Bad news, Carlos got ambushed at the airport and we've lost the Ruby. We want you to hit Lenny's Restaurant, kill the guards and take it over, remembering to get rid of all the bodies.

With the two Tommy-Gun Gangsters, things become a whole lot easier from here on out. Your job is to take over the Restaurant, but as you can see, it's pretty well guarded and even with your Tommy-Gun boys, it wouldn't be easy to capture without a few casualties (most likely, your own). Now it's time to concentrate on eliminating some of that debt, and depleting the enemy's ranks.

Taking Over

Your building work is all done for this campaign, as long as you have a Hospital and a Cemetery. If so, go ahead and convert your remaining Workers into Fixers if you have enough. Make sure everyone is at full health and that your blocks have been patrolled once by the Fixers.

Pick out one of Limp Lenny's businesses that's a bit out of the way from the HQ and has few Workers hanging around. Round up your Gangsters and Fixers and go over there to take over the business.



Needlenose Ned's Notes:

Don't forget to upgrade your knife-wielding Gangsters to more suitable weaponry if they're experienced enough to earn it. If you don't have the money now, don't worry, you will.

If you haven't mastered taking over a business yet, here's a couple of pointers. On the Select Character screen, highlight all the Gangsters and Fixers, and then right-click the property you want to take over. Both types will head over, with the Fixers getting right to work while the Gangsters stand watch. Now deselect the Fixers so that only the Gangsters are highlighted. This ensures that if anyone tries to stop the Fixers, you can have all the Gangsters attack without having the Fixers interrupt their work.

Typhoid Tony's Tips:

Whenever someone is killed by your guys, try to have someone pick up the body. They can still fight while carrying a body, and the cops won't come over to investigate when the body disappears.

It's a good idea to keep the Character Selection screen open while you're fighting so that you can monitor everyone's health. If anyone gets too weak, send them to the hospital. Better to lose some time than what's essentially an irreplaceable Fixer or Gangster

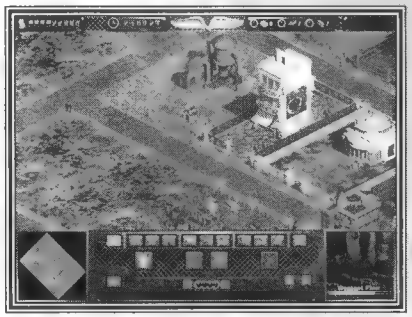
Once you've taken over a business, there's no point in keeping it as you don't have any Tenants and it's far more lucrative to sell it to City Hall. Once that's done, send everyone back to the Hospital to get well and have the Fixers go on their rounds before you do the same thing to another business. Take the money that you make from selling and eliminate the loans you've been paying on. As long as you still have your Hotel, you'll probably be making at least $500 a month.

As long as you work on the outskirts of your enemy's territory, you'll never get a lot of enemy Mobsters coming to attack. You will get a handful, though, so with each business you take over, you'll also be slowly eliminating the Gangster threat. That's why the Tommy-Gun boys are so effective. They can quickly take down any Mobster as long as you keep a close eye on their health.

One final note: try to attack businesses that are breeding more Workers, thereby taking away your enemy's ability to replenish his henchmen. You aren't on any sort of time limit, so take your time taking over businesses. When you've finally dwindled down the ranks so that only Fixers and Workers remain, you're ready to take over the Restaurant.

Taking Over The Restaurant

At this point, taking over the Restaurant is no different than taking over any other business. If you've played your cards right, the enemy threat is almost non-existent. Simply send everyone over to take over the Restaurant and waste anyone who gets in your way.



Attack Dogs

During this campaign, and most likely, this particular mission, you've probably noticed your enemy placing doghouses on some properties. These are attack dogs, which will go after you as soon as you start attacking enemy property or any Mobsters on said property. It's best to deal with the dogs first. They fall relatively quickly, but if left unchecked can tear the heck out of your men.

Fifth Mission

That's swell! You got us the Restaurant, but Lenny has gotten away with the Ruby. He is hiding somewhere in town, so hunt him and his henchmen down and take them out.

If you've done everything in the previous missions according to this guide, finishing the fifth mission will be no problem whatsoever.

Finding Lenny

In all likelihood, Lenny is in his enemy Headquarters. By now, all of his Gangsters, as well as most of his Fixers, should be dead. You merely need to go over to his Headquarters and attack it with your Gangsters (only Gangsters can destroy an HQ). Take your time—there's no need to hurry if you find yourself overwhelmed. If you think you're on the verge of destroying it, go ahead and continue attacking, even if it looks like you may lose a Gangster (or merely send that particular one to the hospital). This is the last mission of the campaign, so none of your guys is going to carry over to the next one.

Fabulous, you got us the Ruby. Limp Lenny is maggot food and his organization has collapsed. We are going to sell the Ruby and invest in a new project down in Mexico.

Chapter 8

Dead Dog Ditch

We got big trouble down in Mexico. Our guy in Dead Dog Ditch is buried in the desert along with his entire organization. We know who rubbed him out, the Fernandez brothers, Bent Benny, Marco the stiff, Enrique, Fat Jerry, and Johnny the pimp. These guys are from Colombia and we think they are trying to smuggle their whole mob across the border, which runs right through the middle of the town. You have to stop them from getting into the U.S. The Cops are useless, so it's up to you. They control a vital steel plant, which is the only source of steel in the desert.

First Mission

Take over the Colombians' buildings on our side of the border fence and start producing guys to turn into gangsters. Make sure that you have two gangsters at our HQ. If any Colombians cross the border, make sure you send them packing. You get $2000 for every Colombian that goes to jail.

Instead of dealing with American Mobsters, you need to tackle some Colombian hoodlums south of the border, and they're some mean hombres. Thankfully, you've already got a hospital built, as well as two money-making businesses ripe for the taking, so all things considered, this mission isn't all that tough.

Getting Set Up

Your first task is to actually take advantage of the police help that you have at your disposal. Set up one beacon on the street in front of your Headquarters to keep the rival Priest from going to your HQ and coercing funds from your account.

One of the objectives the Don gave you was to take over the Colombians' buildings on your side of the border fence, which shouldn't be too much of a problem, considering how far away from the enemy HQ it is.

When you first start out this mission, one would think that you simply take over the Colombian buildings and then start using them to crank out Workers to make into Gangsters. The problem with this strategy is threefold. First of all, if you haven't noticed, you only have one Fixer, and taking over a business with only one Fixer is very time consuming. Second, putting a Level 1 Tenant (the only kind you have) into Level 3 businesses makes them breed ridiculously slow. Third, why would you want to waste two perfectly good, fully evolved buildings on breeding Workers? You've got plenty of money at this point, so what you should do instead is buy a piece of property and put Level 1 businesses there instead. Once you've bred enough Workers to make a Gangster and another Fixer, you're ready to take over the rival businesses.

Typhoid Tony's Tips:

If you didn't pay off all your debt, such as bank loans, in the last campaign, they've probably carried over to this one. Now that you have the funds, you should pay them off as soon as possible, or the interest will kill you.

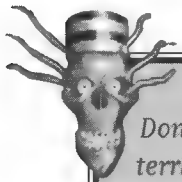
Purchase the property right across from your HQ, put a Soup Kitchen and Drinking Den there (being sure to fill up the lot with them, not leaving any extra space), and set your Tenants to breeding workers. Soon you'll have enough Workers to make a Gangster and a Fixer.

The Problem With Priests

You may notice a frocked Undesirable trying to get to your HQ. If you've placed your police beacon correctly, you won't have to worry about Father Mac coercing money out of your people at your Headquarters. Every time the police spot him, they'll quickly haul his holy heiny to jail.

Taking Over

The Colombian businesses are obviously no different than the other ones you've taken over in previous missions. In many ways they can be easier considering that 1.) Colombian backup is across the border and 2.) you've got a hospital that you can go to if your men's health gets low.



Rotten Willy's Warnings:

Don't let your Gangster follow an enemy mobster over into his territory. You'll probably get slaughtered.

Once the businesses are yours, set them to making money (pick the Tenant with the highest money rating), and then have a Fixer go over and knock out a Waster or two to bring back to the block.

Now that money is rolling in, wait for your other businesses to crank out more Workers. You want to have enough to make a second Gangster and still have at least three Workers left over.

Chasing Away Colombians

You need to make sure that there aren't any rival mobsters on your side of the fence. If you happen to see any, be sure to have your Gangsters chase them back to their side to fulfill one of your mission objectives. Just don't follow them over to the other side where your Gangsters will get ambushed. Don't bother trying to take out the Priest; he's too fast and you already have plenty of police protection at this point anyway.

Second Mission

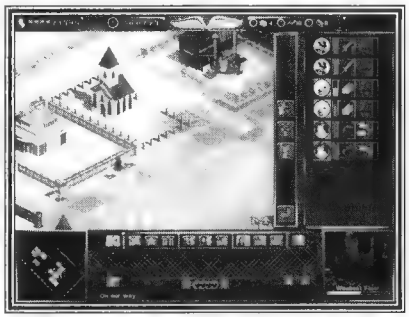
We need to build a prison to hold these guys but we ain't got no steel. Send our Priest over the border and get him to force some out of the Colombians' Steel Plant. Make sure he keeps away from their Gangsters.

This mission sees you getting a Priest for yourself and taking some of the Colombians' steel. Because the Colombians already have a priest, this is actually a fairly easy mission.

Getting A Priest

If for some odd reason you've managed to take over a Church prior to this campaign, don't make the mistake of actually building your own. The Colombians already have a Church and Priest, and it's located right across the street from the Steel Factory. What could be more convenient? You don't have to worry about the Priest getting spotted by the police because he's so close to the factory, and you don't have the expense of building the Church yourself.

Simply select your Gangsters and your Fixers and send them over to convert the Church. Your biggest problem is that it is in the heart of Colombian territory, so be prepared to retreat, heal your wounds, and have another go at it; just keep going until you take it over, watching out for cops.



Dealing With The Dead

Normally, you'd want to pick up and take dead bodies back to your Cemetery so as not to attract police attention, but in this case, you're far in the enemy's backyard and don't have a Cemetery. (Don't even think about wasting the money to build one.) Simply grab the bodies and dump them in one of the enemy's properties (any one but the Steel Factory for obvious reasons).

Expanding

By now you may have tried to expand your little empire. There's a lot of money to be made in this particular campaign, so if you want to build up your businesses or create more, by all means go right ahead. There are a couple of businesses you should focus on because they'll come in handy in the fourth mission: Peep Shows (don't build them up higher than Brothels), Flop Houses (build up into Hotels), and Saloons (turn them into Nightclubs). You absolutely do not have to construct any more businesses at this point, but if you do decide to, it's good to know what direction to go if you do.

Typhoid Tony's Tips:

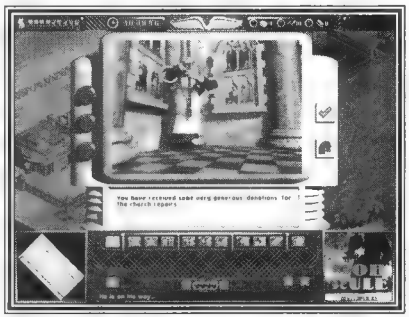
It's also very important to keep cranking out more Workers. In the final mission, you need to have four Gangsters, and if you have only two at this point, it's going to take 11 more Workers to get there.

Dealing With Ghosts

At some point, one of your businesses will become infested with Ghosts. There's nothing you can really do to prevent it. The only way to get rid of the Undesirable Undead is with a Gadget called the Ghost Gunk Generator, which spews out anti-plasm, chasing away all manner of spook and specter. This means you're going to have to build a Gadget Factory, which also means you're going to have to build a Cement Factory. While it's not absolutely necessary, it's a good idea to have these things up and running before you need them instead of trying to scramble to get them up after you need them. This is especially true if you're busily engaged in more pressing matters, like keeping your Gangsters from dying.

Getting Your Steel

Grabbing the steel from the Steel Factory is no problem. Like the Pool Hall thugs, you can select from two different types of missions for your Priest, one of them being to finagle some goods from someone else, which is exactly what you want to do. Click on that mission and then target the Steel Factory. He'll travel the short distance, grab the goods (the video will play), then walk casually back to his Church. The great part is that as soon as he sets foot in his building, the steel is at your disposal—he doesn't have to trek over into your territory for you to use it, where the odds of him getting caught by police would be a lot higher.



Building Your Prison

Now that you have the steel, go ahead and buy some property on which to put a Prison. As soon as you've done that, you're ready for the next mission.

Third Mission

We want you to use some of that jungle Voodoo on them, get an evil spirit to take over one of their Gangsters and get him to rub out two of their Fixers–they will never suspect us. You'll need to bribe the cops to guard any holes in the border just in case.

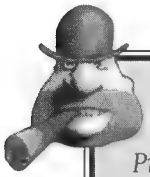
It's time to turn those spooks against the opposition. Obviously, this involves building a Haunted Prison, and if you don't have access to one, you're going to have to take over the Colombians', which is going to be no small task.

Taking Over The Haunted Prison

Depending on where the cops are located, this can be very tough. If the police are patrolling the block where the Haunted Prison is located, you'll almost always get arrested as soon as you start defending the Fixers trying to convert the place. If you don't want to risk your Gangsters getting arrested, send over only one Gangster or simply send your Fixers. You're going to have to do a lot of retreating, rehealing, and retrying, but you'll get it converted eventually. Just make sure you send your Fixers to the Hospital the minute their health gets into the orange. You have plenty of time, so there's no need to rush.

Hooking The Police

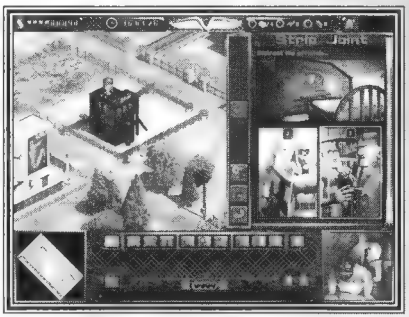
If the cops are hassling you, there's another alternative. If you've taken over a Strip Club in previous missions, you can build one now and use Fifi the Hooker to distract the patrolling Policeman while you convert the Haunted Prison.



Needlenose Ned's Notes:

You may need some more steel to build the Strip Club. Send the Priest on another gathering mission to get what you need from the local Steel Factory.

Once you've built the Strip Club, click on it and select the mission that has Fifi distracting the Police, then select the targeted Policeman. She'll stroll on over while you send your boys near the Haunted Prison. As soon as the Cop's looking the other way, get to converting. Just hurry—she can't keep him entertained forever.



Bribing The Cops

Before you start your Gangster possession, it's a good idea to get the rest of your affairs in order, namely, the Police. You'll want to take care of the bribe and guarding objectives before you do your ghostly bit. Once you take over a Gangster with your Ghost, you have only a limited amount of time to take out the Fixers, so take care of the cops first.

Go to your Headquarters screen and create a bribe of $2000. Get one of your Workers to deliver it to the Police Station. At that point another Beacon should appear. You'll want that Worker to pick it up and place it at one of the two crossroads at the border. Have another Worker take the other Beacon (the one next to your HQ) and place it at the other border crossing. If you check back with the Don, you should have satisfied two of your mission objectives.

Guarding The HQ

With the other Policeman guarding the border, how do you keep the Colombian Priest from coming over and taking your precious funds? First of all, it'll probably be a non-issue considering that you have your own Policemen guarding the only way the Priest can get to your side (and obviously, to your Headquarters). But just in case, have your Gadget Factory make a Safe and place it in the HQ. This should keep any Priests from getting their holy hands on your unholy loot.

Giving Up The Ghost

Now that you have control of your Haunted Prison, it's time to start the possession. Click on the Haunted Prison and select the mission to have Old Spooky take over someone. Pick a nearby Colombian Gangster and watch as the Ghost turns him from fiend to friend.

Rotten Willy's Warnings:

Don't take over a Gangster with poor health—he won't too last long in a firefight. Click on the rival Gangster before you possess him to see where his health stands.

Once you've taken over the Gangster it's time to take down a few Fixers. Your best bet is at the HQ, where hopefully no police are congregating. It's going to be tough because the Fixers are probably moving pretty fast. That's why it's ideal to corner them as they're either coming out of a building or standing around the HQ. Just keep at it and you should have plenty of time to satisfy this particular objective. Don't worry about disposing of the bodies; as long as you kill them on your rival's territory, you've got nothing to worry about.

Typhoid Tony's Tips:

No matter how weak your Gangster gets, don't send him to your Hospital. They'll do a first rate exorcism on him and you'll have wasted one of your Old Spooky missions.

If for some reason you're only able to bag one Fixer or die trying, you've got two more chances to bag two of them. Don't worry, it's a running total, so if you die after having killed only one, you need to kill only one more to meet your objective.

Fourth Mission

We have overstepped the mark by moving into their territory, the Colombians have threatened to wipe you and your guys out. We need to buy time to send you reinforcements, raise $50,000 by producing some lucrative businesses in your part of town. Brothels, Night Clubs and Hotels will be OK as long as you have enough clients. Once you have the money, give it to the Fernandez Bros at their HQ, this should stall them.

Now it's time to turn on your money-making machine, which hopefully is already warmed-up and raring to go. While you do have to bribe your enemies, there's no big rush to do so. Take your time and start pulling in the dough.

Building It Up

As mentioned earlier in this chapter, if you're going to build up your Empire, you need to build a Peep Show up into a Brothel, a Flop House up into a Hotel, and a Saloon up into a Nightclub. If you've already done so, you've no doubt satisfied these objectives and they won't be highlighted in red when the Don gives you the instructions.

It's going to take a lot of cement and brick to build these things up, so be sure to have your Workers go to the respective factories and crank out the raw materials before you start tackling the upgrades. You don't want to have one at the Gadget Factory, one at the Cement Factory, and one building up the new business. Just tackle one thing at a time.

Getting Clientele

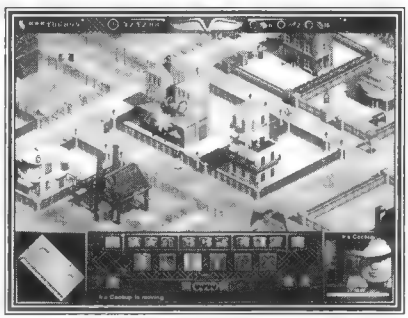
As you've done in previous missions, knock out Wasters and have them patronize your places of business. This time, though, you need to have a lot of Wasters spending their cash on your services, while at the same time raising a minimum of Police Interest (no small feat).

First of all, have one of your Fixers go around to every drunk you can find, knock him out, and take him to the appropriate business. If you have your businesses spread out over two or more blocks (ideally, no more than two), try to divide the Wasters between them. Be sure you go all over the map, including your enemy's territory, to get your Wasters; you're going to need a lot of them.

Dealing With Police Interest

With so many Wasters soliciting your services, it's bound to attract a lot of Police attention. There are two ways to counteract this. One is to steadily raise the amount of the bribe you're giving. While you won't want to jump up to 100% right off the bat, you will probably end up doing just that eventually. Don't worry—you'll still be making money from all those Wasters.

The second thing to do is rotate them. If you have a blue circled star over your business and are paying 100% of your rent for a bribe, have your Fixer take out a Waster and move him to another block (where your other business is located). Keep doing this until you've managed to satisfy the objective of having enough clients.



Rob and Pillage

As you've learned in previous campaigns, there's a lot of money to be made by taking over a rival business and then selling it. This is what you want to spend a lot of time doing while you're waiting to build up your cash from your lucrative endeavors. The reason for this is two-fold: First, you can make a lot of money a lot quicker this way. Second, you need to whittle down your enemy's numbers if you hope to succeed at the final mission. You need to steadily knock out Gangsters and Fixers now, because for the next mission, it's the only way you'll have a chance at taking out the enemy's Headquarters.

Coming Up With 50 Gs

Your next big task is to give the Fernandez Brothers $50,000. If you've been taking care of all the other aspects of this mission, you should be pulling in a minimum of $5,000 a month. You shouldn't have any loans or any outstanding expenses. Simply sit back and wait for the money to roll in.

Once you have enough money, go over to the HQ and create a bribe of $20,000 (the highest you can) and have one of your Fixers or Gangsters take it over to the enemy HQ. Just be careful—you may be shot on sight. If you're in good health, just pick up the bag and try and deliver it again. Do this again with another $20,000 bribe and finally with a $10,000 bribe.

Needlenose Ned's Notes:

Don't just send over $50,000 as soon as you have that much. Be sure to allow yourself some cushion.

You don't actually have to wait until you have earned $50,000 this particular mission. If you already have a substantial amount of money, you can go ahead and pay the man.

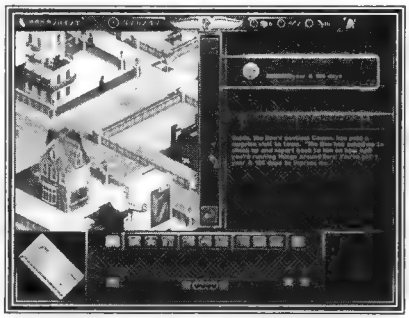
Fifth Mission

Guido the Weasel is coming to town to observe the operation. Get four Gangsters to protect him and then smash the Columbians. If Guido likes what he sees, he will ally his family with ours.

If you've been doing well in the four previous missions this chapter, this isn't as tough as it sounds. However, this is a timed mission—you have only two years to complete your objectives, otherwise it's curtains for you.

Protecting The Weasel

Your first objective is to have four Gangsters protect the Weasel when he comes to town, which will be shortly after the mission starts. If you already have four Gangsters, merely call them all to your Headquarters once Guido arrives, and you'll have completed your first objective. If you don't have four Gangsters, you'll have to turn some out, either by having your businesses start breeding Workers or buying them from City Hall. This is tricky because with each Gangster, you need more Workers. While creating the first Gangster only took three Workers, the next one takes four, the next one five, and so on. This is why it was important to keep breeding Workers. Once you've got four Gangsters, clicking the picture of Guido will tell you how long you have to bring down the Colombians.



Taking Down The Colombians

At this point, you'd better have done a good job taking down the competition's men and not let them thrive uncontested. Otherwise, it's going to be nearly impossible to blow up the enemy HQ.

Typhoid Tony's Tips:

Be sure to upgrade your Gangsters' weapons if you can before attacking the Colombians. The bigger the gun, the faster they can blow up an enemy's building.

As long as you have been slowly eating away at your enemy's resources (killing Workers, Fixers, and Gangsters), you'll need to simply go over to the HQ and have enough time to attack it and blow it up.

If you haven't been slowly eating away at your enemy, then you've got to do it, and quickly. Start by attacking buildings and then take out whoever gets in your way. Hopefully your Gangsters can upgrade to decent guns; otherwise, even killing off most of the enemy's Gangsters is going to be tough.

If there's a Cop patrolling the area, simply use Fifi the Hooker to distract him long enough to take care of business.

Hey, fantastic work. Guido says you are a major league thug who deserves promotion. We are so pleased with your performance we have decided to let you set up your own family in Capitol City.

CHAPTER 9

Capitol City

So, you've made it to the big time. Capitol City has been run by other Families for too long. Over on the West side is Frankie O'Flaherty's booze empire, on the East side is Harvey Goldsteen's gambling joints and in the North you've got Tony 'I'm no Gimp' Padella and his band of freaks. Every one of them will turn you into fish bait rather than give you the time of day. They've heard you're coming to town and have already made sure some of your boys have fallen foul of the law. Just getting rid of them is not always enough—they have Family...

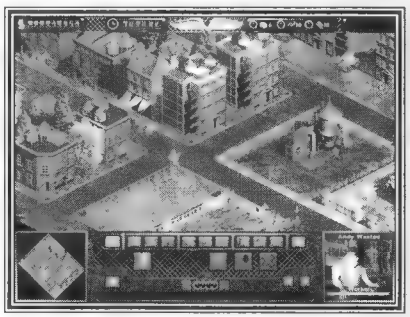
First Mission

Too late, all your Gangsters have been sent to Prison with life sentences. You will have to negotiate their release using the Priest from your local Church. And it's time to do some modernization. First, all businesses must have electric lights to improve trade and second, telegraph poles so people can stay in touch. After all, it is the 1930s...

Don't worry, while the Don says that they've got *all* your Gangsters, it's not a lot (only two). And considering the state of your Empire (or lack of it, actually), getting them out isn't an ultra-high priority. Still, you're going to want to build a Church so you can get the Priest to negotiate their release. Also, the Don talks about modernizing your businesses, which would be a great idea—if you had any. This means, of course, you're going to have to build some before you can modernize them. But the key here is mostly that you're going to want to build up your Empire quickly, gathering plenty of Workers, and then start modernizing.

Getting Police Protection

Capitol City is rife with Undesirables, especially Bruto the Nutter. The first thing you need to do is send one of your Workers over to the Police Station to pick up a beacon and place it slightly down the road from where your Headquarters are. It's vitally important that you do this quickly as Bruto comes over almost immediately.



Breeding Workers

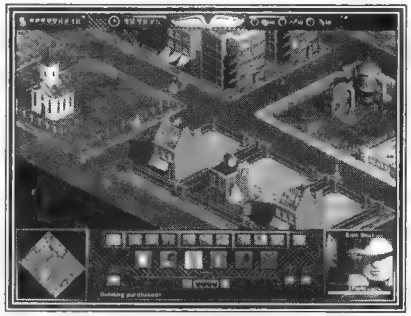
You'll notice that there are a lot of small properties near you, so you need to be careful about what you choose to build on each so as to maximize the land that you have. You also ideally want to put all your businesses on one block so that when you upgrade and shanghai clients, they'll be able to hit as many as three businesses at once.

The property directly below your Headquarters (Garfield South) is a nice sized lot so you don't want to build a Church there. It takes up too much room and wastes a large lot that could be better used for businesses. Better to start building two Soup Kitchens and a Drinking Den and get them to breeding Workers right away. It's very important that you keep breeding Workers throughout the rest of the missions. You're going to need at least four heavily-armed Gangsters by Mission 6, as well as a few Fixers.

Typhoid Tony's Tips:

Don't forget once you've built your businesses to send your Fixer on his auto-repair rounds

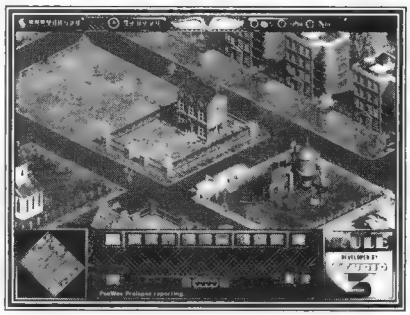
After you've completed and rented your businesses, purchase Stunted View, a relatively small lot. You can't fit more than one business on here, which is a waste of a business. So better yet, build your Church here, being sure to make full use of the property.



Once the Church is up, go ahead and send the Priest on over to negotiate for your Gangsters release. There shouldn't be any Police resistance, so everything will go nice and smooth.

Be Healed, My Son

You may have noticed that once the Gangsters were released they didn't have much kick in their step and it took them quite a while to get back to your HQ. If you looked at their health, you'd see that it was dangerously low, which can mean only one thing: you need to build a Hospital. Buy another piece of property and put a Hospital there. You'll probably need to send your Workers over to the Cement Factory first though, to stock up on supplies.



When your Hospital is up and running, go ahead and send your Gangsters over there, as well as any other sick and injured—although at this point, everyone should be relatively healthy.

Rotten Willy's Warnings:

Whatever you do, keep your people away from Bruto. If he manages to get through your Police barricade, he'll slice and dice through any Workers in his path, and no Hospital will be able to fix them.

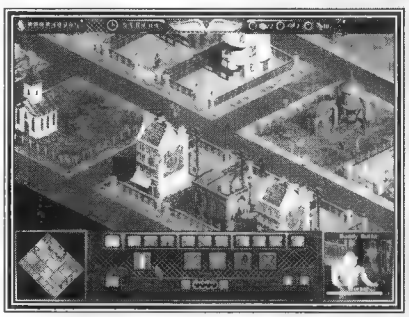
Further Expansion

You need to move aggressively to expand as the other teams are quickly buying and building property. Go ahead and build a Gadget Factory and a few more businesses. Upgrade some Soup Kitchens, Drinking Dens, Peep Shows, and Quack's Offices, then get several Wasters to start patronizing them. Just be sure to have some Level 1 businesses continue to breed Workers, you're going to need them.

Typhoid Tony's Tips:

Ideally, make sure that you have your businesses' entrances all facing the main street. That saves a lot of time when your Workers and Fixers need to get places.

Once you've got a few blocks with money-making businesses, you can upgrade them by putting in Electric Lights and Telephone Poles, just like the Don wanted. Once you've got one of each at all your businesses, you're ready for the next mission.



Second Mission

Right, now we can see what we are up against. There is a problem in the West, the booze business is stealing our trade. To put a stop to it you should kidnap Frankie O'Flaherty and put him where the sun don't shine. Then you can start to take down his empire by destroying his distillery—don't leave a single bottle of beer unbroken.

Now it's time to get aggressive and hopefully you have the resources to do it. You're going to need a Pool Hall, as well as a few Gangsters and Fixers. Just keep in mind that you really don't want to destroy his distillery (it technically can't be done), you just want to take it over.

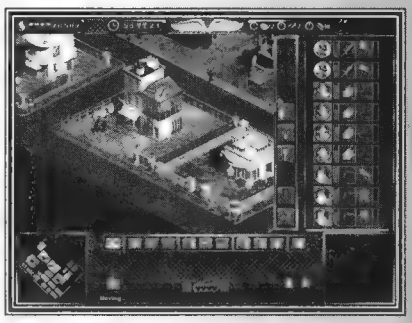
Kidnapping Frankie

When you need a kidnapping, you need Pool Hall Thugs, so that's what you need to worry about building. Try to set up the Pool Hall reasonably close to O'Flaherty's distillery so that they can go straight there without the possibility of being caught by the Police.

But before you head on over and grab Frankie, be sure that you have all your Gangsters. At least three of your Fixers ready to take over the Distillery as soon as Frankie gets kidnapped. You have only a limited amount of time to take it over, so try to be sure that you have all your affairs in order—everything's been recently auto-repaired, no one's trying to convert one of your businesses, etc.

Once you're ready, at the same time you send the Thugs over to kidnap Frankie, send your Fixers and Gangsters to convert the Distillery. Don't worry, your Thugs shouldn't encounter any resistance whatsoever.

As soon as they have Frankie, get your guys to start converting the business. You may meet a bit of resistance, which is why you have the Gangsters, but odds are that it'll be very little, especially compared to other businesses you've converted in missions past. Once the business is yours, this particular mission is over and you're ready for the next.

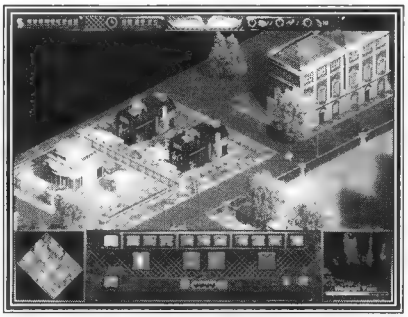


Third Mission

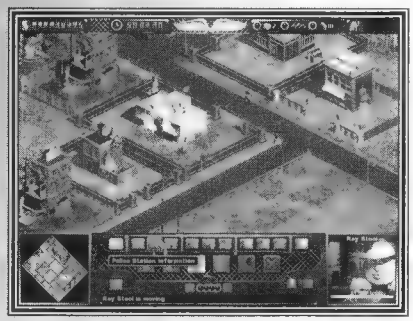
Beer, beer everywhere, but not a drop to drink. Frankie's boys are really mad at you so to keep them quiet you should first take over a Slaughter House, and use Bruto the Nutter to take out three of O'Flaherty's buildings. You'll then need to sort Tony Padella's bunch. Position Police Beacons on his estates so that most of his undesirable rabble get arrested, making sure you've built enough prisons to hold them all.

It's time to turn the tables and use the local psychopath on the locals instead of the other way around. Once again your target is O'Flaherty, but this mission is considerably more difficult to pull off than the previous one for several reasons. First, there's more that needs to be done, more buildings to take over. Secondly, you have to do all this and take care of the businesses you already have up and running.

Getting Bruto On Your Side



Working in a slaughter house ain't all it's cracked up to be, and we have Bruto to prove it. While his skills with sharp objects go well with decapitating cows, all that rancid meat must have affected his brain and he has a tendency to go off. Thankfully his allegiances are to whomever owns his building, so your first job is to take one over. There should be several slaughterhouses to choose from with little or no resistance. Simply send over a contingent of Gangsters and Workers to get Bruto on your side.



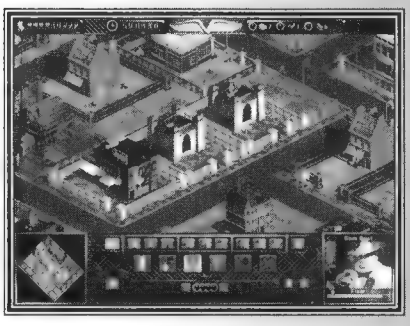
Once he's seen the light (of working for you), send him down the (psycho) path of destruction. You need to have him take out three of O'Flaherty's buildings, and considering the fact that you get only three chances to do this with him, you need to avoid letting him get caught at all costs. Scope the map out for O'Flaherty buildings that have no police in sight and are fairly under-protected, then send him one by one to take them down.

Needlenose Ned's Notes:

Remember that a policeman doesn't even have to see an Undesirable doing anything wrong. Just seeing him at all is enough to have him arrested, so steer as far from police as you can.

Once he's taken out three buildings, your work with him is done. No doubt when you snagged the Slaughterhouse, you were deep in enemy territory. Unfortunately patrolling the slaughterhouse with your Fixers so that it doesn't catch fire is more hassle than it's worth. So if someone decides they want to take it over, go ahead and let them. Now that you've taken over a Slaughterhouse, you can build your own, complete with an equally psychotic handyman.

Building Prisons

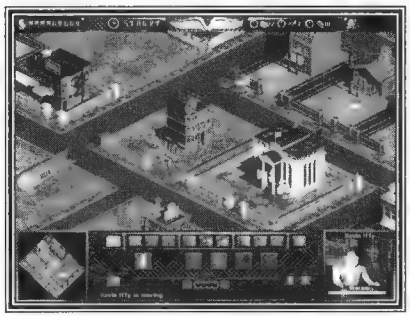


As the Don said, you're going to have Police patrolling your enemy's Undesirable residences, which means there's going to be a lot of arrests and you're going to need to build a lot of prisons to hold them all, which is indeed your first order of business.

Hopefully, you still have access to the large plot of land near O'Flaherty's distillery to build your prisons. There you're going to need at least two and eventually three before you start setting up police beacons.

Typhoid Tony's Tips:

If you find that you don't have access to enough land to build prisons, it's time to start taking over rival businesses and then selling them to City Hall to make room.



Once you have your prisons in place, it's time to bribe the Police Station so you can get some more Police Beacons. Remember, for each bribe (minimum of $2,000) you get one beacon. Don't think that if you give them $4,000 at once you're going to get two beacons; it doesn't work that way. You need to make several separate $2,000 donations to get several beacons. So go to your HQ screen and create a bribe and have a Worker deliver it to the Police Station to collect his beacon.

Next, have your Workers take them to the various Undesirable locations, such as Slaughterhouses and Junk Yards. Once those are in place, sit back and watch the bad guys get hauled off to prison.

Typhoid Tony's Tips:

Be sure that you put the Police Beacons right on the Undesirable's property, not on the sidewalk or street near it.

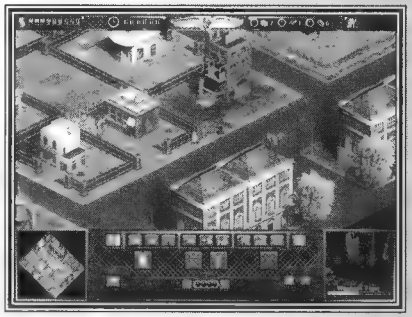
Fourth Mission

That was really close! The problem is, Harvey Goldsteen's mob in the East have been expanding their operation. You need to capture three of his businesses and put them to good use. Don't forget, Cousin Carmine is due in town and he'll want to check the books. Make sure he visits all three of your new businesses and leaves town in one piece. After Carmine has gone, you need to teach Harvey a lesson and put three of his Gangsters in the Cemetery!

As you progress through Capitol City, missions will seem to get tougher and tougher, but that's mainly because you're still trying to maintain all of your businesses. What you should do is cut back a bit and just concentrate on the things that need to be done. Here is your final timed mission, which happens every time a Cousin comes to town. You'll have only two years to take care of everything, so you better have enough Gangsters and Fixers at the ready.

Capturing Businesses

If the Don wants you to capture three of Harvey Goldsteen's businesses, then three businesses it is. By this time you should have three Fixers that you can use specifically for taking over businesses. Naturally, you're going to want to target relatively small, unprotected properties. Send three Fixers over along with a couple of Gangsters to stand guard and start methodically taking over businesses.



Typhoid Tony's Tips:

Remember to stay away from businesses with nearby police protection. There's no sense in having your Gangsters go to jail when there are so many unprotected businesses ripe for the plucking.

Once you've taken over a business, don't sell it. Simply put in a Tenant so that it can start making money. Be sure that you guard these things, too. You don't want to have spent so much time trying to get them, only to have them taken over by your enemy.

Now is an excellent time to start tearing down your old Empire to make room for the new. Not only is it too much hassle keeping track of everything, you're going to need new Tenants for your new businesses. So once you've taken over a business, go to the appropriate operating business (Level 1 or Level 2), wake the Tenant, and then send him to his new place. Then take the old business and sell it to City Hall.

Cousin Carmine

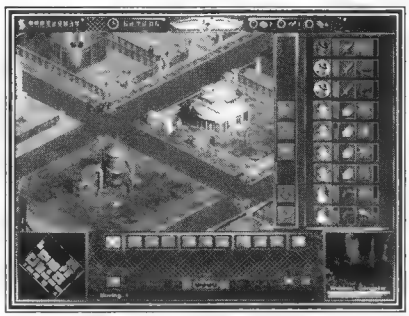
Either after you've finished taking over the businesses or more likely, during, Cousin Carmine will show up, eager to look at your new businesses. At this point you have only two years to finish your acquisitions and show them to Carmine.

Once you've converted three of your enemy's properties and put a Tenant in each, send Carmine over to take a look inside each one. Be sure he's got protection because the last thing you want is for him to get involved in some sort of firefight. After he's finished looking at every business, send him back to the safety of the Headquarters.

Rotten Willy's Warnings:

Make sure that you look at Cousin Carmine's countdown screen to guarantee that you satisfied his objectives before you send him back to HQ.

Taking Down Enemy Gangsters



Now find a high concentration of enemy Gangsters and send your (hopefully) better armed ones to take out at least three of them. If you start to get dangerously low on health, don't worry. Simply send your Gangsters to the Hospital so they can regain their health, and then get them back out there to take down the enemy. It'll keep a running count of how many Mobsters you take down, so don't worry about having to do three all at once.

Fifth Mission

You thought you'd seen the last of the O'Flaherty gang. Wrong—Frankie's brother, Cecil, has come back mob-handed to get revenge. You'll have to use all the underhanded tricks in the book to beat him, so start by building a Pool Hall and a Haunted Prison, and just to make sure, build a Strip Joint and a Junk Yard, as well. Teach O'Flaherty's gang a lesson by using all the Undesirable's functions from the buildings you have just constructed.

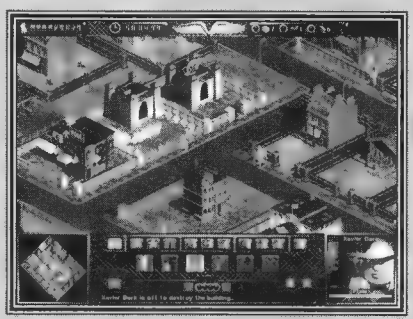
It's time to put all those Undesirables to good use—particularly the Pool Hall, Haunted Prison, Strip Joint, and Junk Yard. While you probably still have the Pool Hall and maybe a Strip Joint, you're going to need to build a Haunted Prison and Junk Yard, and then dispatch them on the O'Flaherty gang.

Building Up Undesirables

You should already have a Pool Hall and maybe even a Strip Joint, but your going to have to build another Pool Hall and Strip Joint in order to satisfy the objectives. On top of that, you need to build the others that you probably haven't constructed yet, and there's not a whole lot of real estate left to put them on. However, you can clear room from your own buildings if you want. You can get rid of your Prisons, Church, as well as many of your businesses. There's only one mission after this one, and that simply involves destroying everything the enemy has. So if you haven't done so already, sell a lot of your property to make room for the Undesirables.

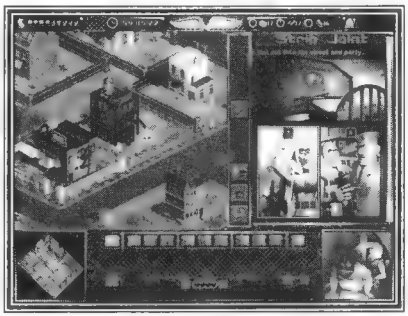
Typhoid Tony's Tips:

Don't get rid of everything. Be sure that you're still making some money to cover expenses. If you don't have at least four Gangsters, keep cranking out Workers, as well.



Once you've cleared some room, go ahead and start setting up Undesirable property. Just be sure to do it quickly as your enemy will immediately grab any extra space you leave standing for too long. It doesn't matter which Undesirable properties you build first, as long as you build the four mentioned in the mission objectives.

After you've taken care of that, then start sending them out to do their dirty work: the Hooker to party in the streets, Old Spooky to haunt some enemy property, Junior the Saboteur to ruin someone's plumbing, and the Pool Hall Thugs to bomb some enemy building. It's going to be a mess!



Rotten Willy's Warnings:

Be sure that, when you send out your Undesirables to do their dirty deeds, you pick locations with routes that take them away from police. If the police see them, they'll be busted and you'll have wasted a turn.

Final Mission

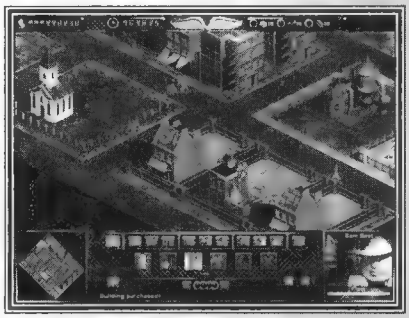
Carry on like this and you might just become the next Don. The Family are asking for one more favor. They want to make Capitol City theirs. The only way you can accomplish this is to completely wipe out all the other Families. Leave no trace—nothing. The Don is expecting a lot from you in doing this, his last request!

There's essentially only one objective here and that's too take out all your enemies. While it's simple to say, carrying out those duties is a bit tougher; although if you've successfully accomplished all your objectives to this point, the competition should be weakened enough to go down pretty easy.

Taking Down The Enemy

As before, the key to taking out the enemy is to take out his Headquarters. Once that's done, you don't have to worry about the rest. The trick, though, is to be able to do it without having everyone go to jail. Hopefully, as you've been taking over businesses and other property, you've also been slowly chipping away at enemy Gangsters, Fixers, and the like—so they should be pretty weak.

Your biggest obstacle is going to be doing all this without attracting a lot of police attention. You may need to build an extra Strip Club or two to distract the police, as well as some of the enemy long enough to take them down.



Typhoid Tony's Tips:

As always, be sure to upgrade all your Gangsters' weapons as soon as you can. You're going to need something more powerful than a knife to take down the Headquarters.

You can use all of your Workers to make Gangsters, although if you don't have enough, it would be ideal to use them to collect bodies to keep the police away.

Be sure to widdle your Empire down to almost nothing, too. You don't want to have to worry about buildings catching on fire or someone taking over your businesses any more than you have to.

Once you've taken down all the enemy Headquarters, Capitol City is yours.

Well done, the town is yours and you have done everything that was expected of you. The Don and his Family send their deepest respects and wish that your wallet always be full, your pistol ever cocked, your children plentiful, and your tax bills small. You will not be forgotten—the Family will call upon your services in the near future. So don't leave town and stay by the phone.

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